

**FREE INSIDE  
SOFTWARE WORLD  
CATALOGUE!**

# **COMPUTER + VIDEO GAMES**

**TAKE OFF WITH**

*Biggles*

**WIN ROYAL FLM TICKETS**

**GAMES PLAYERS' GUIDE TO ELITE**

**NINTENDO/ATARI VIDEO GAME MACHINES PREVIEWED**

**REBEL PLANET — EXCLUSIVE REVIEW/C16 GAMES ROUND-UP**

**WIN: HEAVY ON THE MAGICK BOOK OF SPELLS/GOLDEN JOYSTICK AWARDS RESULT**

**WIN: A HELICOPTER TRIP!/WIN: ARIOLASOFT'S GOLF CHALLENGE**



nov  
C

now! from the team  
that brought you the Sensational No.1

comes

# GHOSTS 'N' GOBLINS

Officially Licensed

CAPCOM

Coming Soon

(Mail Order)

Just send a cheque or postal order payable to Elite, or quote your Access or Visa no. to get your copy of Ghost's 'n' Goblins

Spectrum 48/128 — £7.95 (cass)

Amstrad — £8.95 (cass)

— £14.95 (disc)

Commodore 64/128 — £8.95 (cass)

— £14.95 (disc)

BBC B/Electron — £9.95 (cass)

— £14.95 (disc)

Commodore C16/+ 4 — £7.95 (cass)

elite

# CONTENTS

## FEATURES

- 14 BIGGLES PREVIEW
- 40 GHARTS
- 42 HELICOPTER COMPETITION
- 44 OAN OARE COMPETITION RESULTS
- 46 COMPETITION RESULTS
- 48 HAROBALL COMPETITION
- 50 NIGHTSHADE MAP
- 51 THE ELITE PLAYERS' GUIDE
- 56 IDEAS CENTRAL
- 62 FLEET STREET EDITOR
- 64 DEAR BUGNUNTERS
- 66 NEAVY ON THE MAGICIN COMPETITION
- 69 ADVENTURE NEWS
- 70 ADVENTURE HELPLINE
- 74 REBEL PLANET EXCLUSIVE
- 78 LETTER FROM AMERICA
- B5 THE BUGS
- 90 THE GOLDEN JOYSTICN AWARDS
- 93 GOLF COMPETITION
- 95 MAILBAG
- 9B NEXT MONTH

## NEWS + REVIEWS

### B NEWS

- This month we have a preview of Steve Turner's brand new game Quoatron. Our American correspondent, Marshal Rosenthal, brings news of a new video game system being launched by Nintendo.

### 11 HOT GOSSIP

- Tony Tokaushi gets a taste of what it's like to have Gremlins infesting his computer.

### 17 REVIEWS

- Get Dexter is this month's Game of the Month — this great French game for the Amstrad will have chained to your computer for weeks.

### 82 ARCADE ACTION

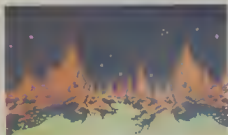
- Arcade spy Clara Fdgeley tracks down Spalunker — one of a new wave of game being converted from home computers to the arcades!



#### COMPUTER + VIDEO GAMES PORTAL

##### SUBSCRIPTION SERVICE

By using the special Rapid Subscription Service, copies of COMPUTER + VIDEO GAMES can be mailed direct from our offices each month to any address throughout the world. All subscription applications should be sent for processing to COMPUTER + VIDEO GAMES, Distribution Department, Competition House, Barnham Road, Mouse Harborough, Leicestershire. All orders should include the appropriate remittance, made payable to COMPUTER + VIDEO GAMES. Annual subscription rates (£24.00 net) UK and the US. Additional service information, including individual games annual rates, available upon request. Circulation Department, ENMAP National Publications Ltd. Published and distributed by ENMAP National Publications Ltd. Printed by Peterborough Web. Typeset by Contemporary Graphics.



REBEL PLANET/P74

# REVIEWS

## THIS ISSUE

■ I say chops, I thank you! If you find this issue of Computer and Video Games jolly spilling fun! Keep a stiff upper lip while you read all about the thrilling exploits of **Biggles** — the latest game of the film from **Mirrorsoft**. And be ready to scramble to your copy of **Elite** once you've read our in-depth players' guide to the game that YOU voted runner up in our 1985 **Golden Joysticks Readers' Poll**. You can find out who else won battle-honours in the report from HMS C+VG, the venue for this year's prestigious Golden Joysticks award ceremony.

You can take to the air over London thanks to **CRL** who want to offer would-be Biggleses the chance to earn their wings and win an amazing helicopter trip over the capital city. See C+VG's offices from 30,000 feet! But the chopper won't be taking you to the **Rebel Planet** — Keith Campbell's been there and brings back a special report.

Alongside Biggles we've got another real hero — **Dan Dare**. Yes, it's the results of our comic strip competition, and spectacular reading it makes too. We also bring you on aerial view of **Dragonskull**, the first game in **Ultimate's** Arthur Pendragon trilogy.

Meanwhile, back on earth we offer you the chance to win a trip to the British Open Golf Championship with **Arlowsoft** — a game Biggles would thoroughly approve of. We look at **Fleet Street Editor**, bring you news from America, offer you the chance to win a real book of spells, and bring you all the latest **Arcade Action**. What are you waiting for. Chocs away, old boy!

■ As you opened your copy of C+VG a hefty extra bit probably fell out and bruised your toes. What's this, you cry. Another Book of Games, Book of Maps or Book or Books? No, it's the first **Software World** catalogue — and you'll be seeing more editions inside C+VG in the coming months. Software World is a new software mail order company who promise you a fast and efficient service. If you want to know more check out the catalogue or turn to our News pages.



GOLF COMP/P93



EDITOR

Tim Mottelle

DEPUTY EDITOR

Paul Braghton

EDITORIAL ASSISTANT

Lady Walker

SUB-EDITOR

Seamus St John

DESIGN

Craig Kennedy

ADVENTURE WRITERS

Keith Campbell

Paul Coppins

Steve Dennohue

Jim Douglas

AMERICAN CORRESPONDENT

Marshall M. Boanthal

ARCADES

Claire Edgely

SOFTWARE CONSULTANT

Tony Takashi

PUBLICITY

Marcus Rich

ADVERTISEMENT MANAGER

Louise Matthews

ADVERTISEMENT EXECUTIVE

Nina Carr

PUBLISHER

Beta Landa

COVER

Steven Gullie

... and the Bug Hunters

© Jerry Paris

EDITORIAL AND ADVERTISEMENT

OFFICES

Primary Court

30-32 Harrington Lane

London EC1B 3AU

Tel: 01-251 6222

July-December 98,250

ABC

0950-0000



BIGGLES/P14



REVIEWS/P14

AMSTRAD · COMMODORE

# ARCADE

## YIE AR KUNG FU

If you can master the ten moves, expect the unexpected and FIGHT for your LIFE against the formidable masters of the martial arts. You may have to meet them again on the way to the Ten Temple.

## COMIC BAKERY

- \*Participate in the bake shop
- \*Fight and put out a code fire
- \*Help the baker defend his lives from the nasty aliens
- \*Another red-hot Korean Link

## MIKIE

Mikie plays a knockout front force the classroom locker door on the high school scene a Hip-hop door a low ball and hand his love letter to his girlfriend.

## Killer-byt from Kona



Imagine  
The name  
of the game

Imagine Software 1984 6 Central Street  
Manchester M2 5NS Tel. 06-834 3939 Telex: 66997

RE64 · SPECTRUM 48K

# ACTION

bytes of fun

from  
Konami

KARATE-FU

ARCADE  
HOT  
LOTS

## PING PONG

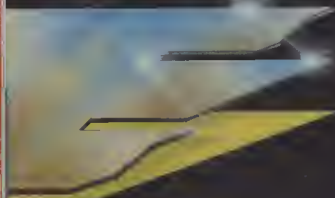


## PING PONG

You can almost feel the tension of the big match breaking through the screen...the expectant crowd is almost on top of you. You return the service with a top spin backhand, then a forward back spin...the ball bounces high from your opponent's looping, defensive lob...SMASH!...a great shot opens the score...but this is only your first point! Play head to head or against the computer in this, Konami's first and best table-tennis simulation.

## HYPER SPORTS

Enter the stadium of Konami's No. 1 arcade smash-hit sports simulation. From the finesse and skill of Archery and Skeet Shooting to the critical timing and brute force of weightlifting - six events to test you to your limit. Hyper Sports - continuing the challenge where 'Track and Field' left off.



AMSTRAD 8.95 EACH

SPECTRUM 48K 7.95 EACH

COMMODORE 64 8.95 EACH

Imagine Software is  
available from selected branches of:

WHSMITH, WOOLWORTH, LASKYS, Rumbelows, Greens, Spectrum Shops and all good dealers.



# NEW NEWS

■ Tany Crowther, pictured here with **Alligato** boss Mike Mahoney, author of **Sulcidde Express**, **Gryphon**, **William Wobbler**, has moved back to the company where he started out — **Alligato**. This move follows brief flirtation with his own software company which released the weird and wonderful **William Wobbler** game. No news yet on what Tany will be up to at **Alligato** — but whatever it is, it's bound to be interesting.



■ Anco — better known under its old name of Anrag — is promising great things with its new C16/Plus 4 game, **Winter Events**. The game has six winter sports events including the bobsleigh and brazier. It will sell for £6.95.

Anco also has two



Commodore 64 games out soon. **War Play** is a skill and strategy game for one or two players involving aerial dog fights and tank battles, and **Thal Boxing** is another in the seemingly endless martial arts games

■ Will **CRL** make it big in the world of adventures? That remains to be seen. But they are releasing a big adventure **The Very Big Cave Adventure** to big praise. It's been written by the **St Bride's** people, who have already brought you the oddball adventure, **The Secret of St Brides**. And yes, **The Very Big**



**Cave Adventure** pictured above is a spoof — experienced adventurers will know what of — definitely in **Bored of the Rings** mode.

■ Back in October we reported that ace reporter of the **Daily Planet** Jim Hopper had disappeared while on a special assignment in Columbia while investigating a drugs racket. The bad news is that he's still missing. Even worse, the game built around him called **Nexus** also disappeared for a few months. Game not forgotten, at least by C+VG's newshounds. The game was created by a

now software development house called **Nexus** and was to be marketed by **Beyond Software**, but not any more. **Nexus** will now be marketed by — wait for it — **Nexus** and should be out for the Commodore 64,



Amstrad and Spectrum at the beginning of May.

The objective of the game is to gather information on the activities of a drugs factory and get the evidence back to your doctor.

■ "Hellow Deane" Sorry?

"I'll so gloomy as we talk." Look, I know it's Monday morning and all that but life's not that bad, is it?

"Blaaaahhh! Don't probe. I forget Garbage."

Garbage or an innovation in computer entertainment? That's the question you'll be asking yourself after your first encounter with **ID** the first release on the **Nu Wave** label.

**ID** is supposedly a bang from another world or another dimension. His, her or its identity has been shattered into a million and one bits and it's up to you to play the psychiatrist and put poor **ID** back together again. To do this you must talk to him by keying in responses/questions/conversation into your Spectrum and win **ID**'s trust.

**ID** is an interesting idea — it's not going to be a smash hit or anything like that — but if you want to indulge in a bit of stimulating conversation with your Spectrum, **ID** is available now and will cost you a mere £7.95.

■ Ever sent off for a game from a mail order company and waited months for it to turn up? Ever sent off for a game which you later discover hasn't even been completed by the programmer? Ever wanted to get your hands on an old game only to find that you can't get it anywhere?

Well, your problems could be over with the arrival of

**Software World** — a company who plan to bring a bit of professionalism into the mail order business. You'll find their first catalogue inside this issue of

**Software World** won't be offering discount software. But what they will be offering is a rapid and efficient service, says Paul Welch managing director of the company. They will also provide a service for people hunting out copies of older games or software which doesn't reach the top 30.

■ We've had **Softaid**, **Off the Hook** — now watch out for

**WOW Games**. This is a charity compilation of 14 titles for the Spectrum from **War on Want**. **War on Want** support long-term projects in over 30 countries. These projects aim to help people increase food production, self-sufficiency, and promote better health and education for the world's poorer nations. All profits will go to **War on Want**.

The titles are: **Archie's Spectrum Chess II**, **Audiogonic's Bugbytes**, **Pedro from Beau Jolly**, **Winged Warrior** from **CDS**, **Firebird's Mr. Freeze**, **Llamasoft's Headbanger's Heaven**, **Mastertronic's Wizard's Warrior**, **Melbourne House's Hellfire**, **Ocean's Hunchback II**, **Pearl's Horace and the Spiders**, **Xenar** from **PSS**, **Quicksilver's Rupert and the Ice Palace**, **Star Dreams' Cyber tanks** and **Virgin's Dr Franky and the Monster**.

The compilation will be available from 21st April, for £9.95.

You'll also be able to buy the compilation in computer stores — or if you want it sooner, why not fill in the coupon below and send it to **War on Want**, **NOT C+VG**, at the address on the form? Send form (with payments) to: **WOW Games**, Room 82A, 1 London Bridge St, London SE1. Or by order by Access or Visa: Phone 01 403 2266 AND ASK FOR GAMES DEPARTMENT.

Please send me \_\_\_\_\_ copy(ies) of **WOW games**. I enclose a cheque/PO made out to **WOW** (trading) Ltd for £ \_\_\_\_\_

Name \_\_\_\_\_

Address \_\_\_\_\_

Town \_\_\_\_\_ Postcode \_\_\_\_\_



■ The time is the future. The place is the subterranean city of Quazatron on the planet Quarteck. This is the home of the Droid culture of Dagblath, a culture dedicated to the domination and eventual elimination of the human race.

The smooth-running of the city is in the mechanised hands of battalions of Battle Droids, Service Robots and Repair Mobiles who trundle the ramps and pyramids of the city levels in the increasing and unquestioning execution of their duties.

Unknown to the Logic Robots which control Quazatron, the city has been targeted for subversive attack by a human controlled renegade Meknotech droid prior to restoration of human political institutions.

The Meknotech is armed with a limited range of weapons, but its human wit and ingenuity which are required if mastery of Quarteck is to be gained.

So begins **Quazatron**, the new Spectrum arcade/strategy game from **Steve Turner**, whose previous Spectrum



successes include **Avalon**, **Dragonarc** and **Astro-Clone**.

The new game features fashionable **Marble Madness** style scrolling 3D graphics and is heavily influenced by the C64 chart-topper **Paradroid** written by Steve's partner and C+ VG award winner **Andrew Braybrook**.

You control the KLP-2 (Klepto — get it?) a wayward Meknotech droid assigned to deactivate hostile alien droids. The droids

can be destroyed by laser fire, by pushing them off their programmed routes to destruction, or by ramming.

KLP-2 trundles up and down the lifts of the mechanised city seeking to fight or subvert the enemy Droids that it encounters.

Each enemy Droid has range of equipment at its disposal — lasers, disruptors, shields and ram thrusters. Its battle status is controlled by its power unit and its range of movement is determined by its security code.

Meknotech KLP-2 must either destroy the Droids in a laser battle — or dismantle its opponent piece by piece.

The KLP-2 has a prototype "grapple" device enabling the alien robots to be stopped and dismantled. Their parts can be added to KLP-2 to give him extra ability. But it is no good grabbing a high-powered laser unit if old Klepto hasn't got a suitable power pack to run it. This is where the strategy comes in.

Klepto can take advantage of the energy plates dotted around the city to recharge his batteries

and intelligence and the strength, and disposition of the enemy can be taken from the control consoles of the Logic Robots also found around the pyramid like city.

Travel around the city by means of elevated ramps with lifts to links the various levels.

As you'll have guessed by now, Steve's new game owes a lot to Andrew's **Paradroid**. The "grappling" screens are a direct lift from **Paranoid**'s sticky sub-game which involves sending beams of energy along puzzling patterns of interlinked pathways.

The game also features the "computer console" idea seen in **Paradroid**. Klepto can access the Logic Robots command computer to get a plan view of the level he is on, a map of the entire complex, or details about the droids he is battling/dismantling.

Formerly called **Zigurat** — as reported in our March issue — **Quazatron** will be available from April 28th. Spectrum gamers and Steve Turner fans alike won't want to miss this one! It could be his best yet.

■ Even though **Halley's Comet** has disappeared from the Northern Hemisphere cometmania lives on. And now you can play the game of the astronomical phenomenon! Firebird's **The Comet Game** is an arcade/strategy program and was released at the same time as the Gatti space probe made its closest pass to the mysterious comet.



The game presumes that the comet is carrying a whole bunch of germs which are endangering life on earth. Your job is to save humanity with the help of your spaceship's on board computer HERBIE.

In phase one you watch your ship blast off into the stars and prepare to go into suspended animation for the long journey ahead. Phase two involves you helping HERBIE (Human Environment Reproduction By Intelligent Electronics) to maintain the status of the interstellar vehicle.

There are dangers HERBIE will encounter including: The

Interplanetary Safeguard system can be activated causing other planets to fire upon your ship. The communications antennae can become mis-aligned. Two auxiliary computers can malfunction and try to take control of the ship. The life support system can become germ infested as you near the comet.

**The Comet Game** is a Hot range £7.95 release with Spectrum, Commodore 64, Amstrad and Atari 48k versions.

■ The fourth **Official Acorn User Show** will be held at London's Barbican Centre from July 24th to 27th. Tickets will cost £3 for adults and £2 for children.

Last year's show attracted 22,000 visitors and more than 120 exhibitors.

■ Extra! Extra! Read all about it. Elite's version of the arcade game **Paperboy** should be making headline news on your computer soon.

Riding a push-bike you must brave the hazards of an American street to deliver the papers. You must avoid cars, neighbours, fences and at the same time develop a practiced eye for hurling newspapers to your customers.

**Paperboy** will be available for the Spectrum, CBM 64 and



C16, Amstrad and BBC. **Ghost 'n' Goblins**, Elite's other arcade conversion game will be out soon for the Spectrum, Commodore and Amstrad. Snook previews of the Commodore version look very promising.

Meanwhile, **Commando**, the Christmas number one game from Elite, has been converted for the C16.

■ Programmers **Rupert Bawter** and **Paul Norris** have split from Electronic Planet to set up a new team called **Binary Vision**.

The "omnicable parting" came while Electronic Planet was working on **Zoids**, Martech's new game.

Binary Vision is now working on a new project for **Palace Software** which is due for launch at the PCW Show. The project is described as a "tropical escape" set between the First and Second World Wars.

■ Elite has now scrapped plans to release **International Basketball** for the Spectrum and Amstrad following "prolonged programming delays".

## SHEKHANA COMPUTER SERVICES

Present the following special offers to C+VG readers

[illegible]

**SHEKRANA**  
— the best  
mail order  
service  
available

For MAIL ORDER  
please send cheque/PO to:  
S.C.S. (Depts C+VG)  
PO Box 354  
London N15 6JL  
Telephone: 01-800 3155  
P&P included in UK. Europe add £1 p.p.p.p.  
Elsewhere at cost. SAE for list.

If you would like to pick up your discount software please bring your copy of this advert to:  
Compucentre, Unit 5  
221 Tottenham Court Road  
London W1  
(near Goudge St tube station)  
Open six days a week: 10.00am - 10.00pm

Access and Visa card hotline ring

01-631 4627

Credit card orders despatched same day  
subject to availability  
\* Please ring to confirm availability

## FIRST LOOK

■ Enter the shadowy cavern of New York's Visagenightclub. Shapes twist and dark amidst \$100,000 worth of gleaming, beaming fibre optic lights. Now is the time for R.O.B. to be unleashed upon the helpless populace!

Monitors crowd what is usually a huge dance floor, screens blaze with colourful action figures. Looking closely, you see game cartridges and some kind of non-computer console. Who would have expected to see a new game system now? Yet that's exactly what Nintendo is doing, but with a difference. The console is very high-tech in appearance, with a slot that takes its own game carts. In C/G's American correspondent Marshall M. Rosenfield scanned the scene and sent us HIS reactions...

■ The appearance of a new game system is a cause for wonder since most of those which appeared in the 1970s are now defunct. But a new generation has discovered video-gaming, and this resurgence of interest has caused Nintendo to launch a new dedicated games machine.

The **Nintendo Entertainment System** combines many features to create a home arcade experience. The main unit is about the size of a bread box, with a door that lifts for insertion of game cartridges. A power switch is located in front, along with a reset button. Connections are available for either a television set or monitor, and all connecting cables are included.

Two small control panels attach to ports in the front. Each contains a set of cursor keys, [select]/[start] and two operating buttons. The panels control all the functions necessary, and operate similarly to joysticks. There are two things unique to this system—but first, let's examine a few of the

game cartridges.

Each game comes enclosed in a plastic case called a cartridge (cart for short), which is about the size of a paperback book. An electronic chip inside the case contains all the information for a game, so there's nothing that could be damaged or become worn out. This also enables the programs to load instantly. The carts slide into a slot inside the unit and then click down into place.

Games which use the control panel include **Super Mario Brothers**, **Kung Fu** and **Excitebike**.

**Super Mario Brothers** has you racing, jumping and bouncing your onscreen character as he battles foes while striving to reach the hidden castle. Game play is quick, with entertaining sound effects. Graphics are good, and there's a lot of variety in the action.

**Kung Fu** is another popular arcade game and has you invading a Mandarin's palace, pursued by guards wielding different weapons and fighting styles. You can punch, kick and sluck—and believe me you'll need it. Various enemies include a slick fighter, boomerang thrower, and a magician who can alter his body. **Kung Fu** features large graphic characters which contribute to the excellent look of the game.

**Excitebike** gives you the opportunity to try your hand (and body) at motorcross racing. There are five different tracks to choose from, and there's even a "turbo" to punch up that will almost blast you off the ground.

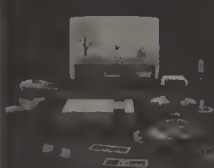
Although this is a one person game, there are a number of computer controlled opponents who will try to jam you up and push you aside. **Excitebike** is also programmable.

One of the things that's different about the Nintendo system is R.O.B., the Robotic Operating Buddy. He adds a unique aspect as he becomes your partner in a number of games.

Batteries enable him to move his articulated body around a base which can rotate items to be used, and he has grippable arms as well. R.O.B. actually views the television screen, and his actions are mirrored in pixel life as well.

For example, in the game **Gyromite**, you must help the Mad Scientist pass obstacles in order to diffuse dynamite while avoiding a number of strange creatures. A set of gyros are placed around R.O.B., and the second controller is placed into his gripper. R.O.B. must pick up a specific coloured gyro, and then place it into the spinning compartment.

You then place it upon the



red coloured platform, which opens a barrier on screen. Of course you must also get the gyro before it stops spinning and return it to its resting place on the base.

The Zapper Light Gun is also included. It can be fixed in place of one of the control panels, and is aimed and fired at targets on the screen.

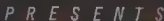
The gun—like all of the system—is made of plastic and has a futuristic look. It "sees" the television screen in the same way as R.O.B. does, by reacting to scanning lines.

The gun is good to a distance of about 20 feet—but the card only

goes to about 12! Two games using the gun are available right now, and both are based on arcade versions released in 1985.

I would recommend the **Nintendo Entertainment System** for the person who wants to move on from his old game machine (Atari, VIC, etc.). It is also well suited for the family wanting to play games. But why shy away from all the complexities and questions involved in buying and maintaining a personal computer. This is a game system that does a good job. But doesn't present anything new or innovative.

If you go  
down to the  
woods today...



# EMPIRE!



*Brave dozens of missions, become the greatest space pilot of all time and win an Empire. Now Firebird, publishers of the UK's most exciting software, offer you the chance to become one of those exalted space-adventurers who risked all in the name of conquest.*

Available now in Fibred Gold for Spectrum 48K and Commodore 64  
and available soon for Amstrad. All at £9.95

**MAIL ORDER**  
Please include name of your machine, cabinet or unit and quantity required.  
I understand that no cash POs made payable to FIVE BARS, LLC I require. All  
orders are subject to availability. Orders are shipped by Fedex promptly. All prices  
including air freight and postage.  
**BALL CRICKET, AUSTIN, TX: FREEPOST PING PONG BALLS, WELLINGTON, NEW ZEALAND**  
**UPPER ST MARTIN'S LAKE, LONDON, W10 6SL**

የግልጽ

## HOT GOSSIP

BY TONY TAKOUSHI

■ It had been a heavy day. All I wanted to do was come home and go to sleep. Some chance...

I turned the key in the lock and opened the door. As I stepped into the passage I felt something squelch under my foot. "Yuk..." My stomach went queasy.

"OK brain-a, who forgot to put away the food and drink this morning." I cursed, as I shook-off the somewhat thinner than usual Gremlin from my foot.

Being surrounded by zillions of fuzz-balls isn't my idea of fun when all I want to do is sleep! It was my fault really. If only I hadn't taken that Gremlin game so seriously...

**Gremlins** is the officially licensed arcade game based on the Spielberg film of the same name. It's an Atari game that never saw the light of day in the UK—or apparently in the US—despite being previewed at the Chicago CES in 1984.

The theme follows the plot of the film in many respects. You control a cute character who struts around the screen picking up little Gremlins before they can turn into large, horrid, beastly Gremmies!

At the start of the game you can choose the level you wish to begin on (levels 1, 3, 6, 9, 12, 15, 19 or 23) with function key F5. The number of players (1, 2 or demo) with F3 and start play with F1 or the fire button.

You can move your

character in any of eight directions around the screen so that he can collect the cute harmless Mogwai. Mogwai are collected simply by walking into them. You can only carry one at a time, and it must be taken to the top right corner of the screen and deposited in a safety pen.

The game makes life a little harder by having a time limit. If you don't collect the Mogwai in time you lose a life. You begin with three, with an extra life for every 10,000 points scored.

Saving Mogwai is only half the story as they are transformed into wicked, mischievous, beastly creatures if they come into contact with water and/or eat food.

The higher levels offer a variety of extra dangers to negotiate. There is a fridge—one of my favourite hang-outs!

TV, walls, puddles and a water dispenser to complicate matters.

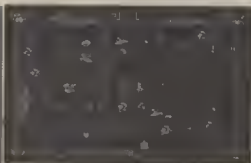
The time limit also varies depending on which stage you are playing. The higher levels also have transformed, evil Gremlins who home in on your position. You must take them out with some athletic sword slashing exercises and some nifty footwork around the screen.

The dangers on the higher screens are challenging as there is plenty of food strewn around the screen and there are puddles which transform Mogwai into evil Gremlins if they walk into them.

The fridge seems to have a mind of its own as it opens on its own and throws out food—wish mine did the same!

If all this sounds chaotic that's because IT IS! There's a lot to watch for and do in this game. Points are given for picking up food and collecting water that is lying around the screen.

At the end of each stage—you either run out of time or collect all the Mogwai and destroy the nasties—you get a time



bonus and a collection bonus of 100 points for the first safe Mogwai and an extra 50 points for each additional one (150, 200, 250 etc) saved.

If you are touched by an evil Gremlin you turn into a skeleton and collapse into a crumpled heap of old bones on the floor, and lose a life!

I really enjoyed playing this game. It is a thinking man's version of **Robotron** in many respects. It is a fast paced, slashing strategy game with a lovely feel to it. It really is like a hi-res

version of **Robotron** without all the 'zippy bits' when you destroy the nasties.

Graphics are classy and spot on for the game—but the sound leaves a lot to be desired. It's very weak and consists mainly of a shuffling sound for walking and a dull tune at game start and finish.

Like so many other Atari games this is a quality title that remains for some ill-known reason on the shelf.

Atari have yet to confirm any release date for the game which runs on both Atari and C64 machines.

...you're sure  
of a swift  
demise.

**CAULDRON II**  
THE PUMPKIN STRIKES BACK

# BIGGLES—THE

In the stiff upper lip leagues of British heroes, lips don't come any stiffer than *Biggles*.

The legendary air ace has thrilled millions for generations with his daredevil exploits in ninety-seven novels from the tireless pen of Captain W. E. Johns.

Now James Bigglesworth—to give our hero his full name—is about to hit the silver screen in the thrill-a-minute movie *Biggles—The Untold Story*. Not only that, Mirrorsoft has snapped up the rights to produce a computer game based on the film.

**Biggles—The Untold Story** sees our hero embark on his most fantastic adventure ever: First World War dogfight action, German secret weapons and—well for it—time travel!

The film opens in modern day New York. An elderly man lurks in the shadows outside the home of American businessman Jim Ferguson. This mysterious man knocks at his door and asks the bemused Jim if anything unusual has happened. Annoyed, Jim sends the old man away.

And, boy, does something unusual happen. Strange arcs of light flash from Jim's fingers and the whole world goes crazy. Jim finds himself transported through time from 1935 to 1917 and behind the German front line.

Biggles, searching for the location of a deadly German secret weapon, crashes his biplane near Jim. The startled American drags Biggles from the wreckage.

And then all hell lets loose as the Germans start shelling. Then as suddenly as Jim arrived in 1917 he finds himself back in 1985.

But his life has been set. Somehow Jim Ferguson has become a "time twin" of Biggles. Their lives have become inextricably linked and they are destined to face deadly adventures together.

Back in New York Jim is about to launch a new fast-food service, helped by his business partners and friends including Debbie Stephens.

The launch party is taking place when Jim is again approached by the elderly man. Jim declines his invitation to travel to London.

Then once again, Jim drops through a time hole into the thick of action of the First World

War. This time he helps Biggles secure vital photographs from the air. Under attack from a German Fokker, Biggles' plane is riddled with bullets and Jim, clutching a precious photographic plate, is back in 1985.

He travels to London to meet the elderly man, Colonel Raymond, at his lair in Tower Bridge. Raymond tries to explain the mysterious events. He was Biggles' commanding officer, and long ago Biggles had confided in him about the time hole. He shows Jim a photograph of himself taken with Biggles and his comrades Algy, Bertie and Ginger, back in 1935.

Primed by Raymond to return to 1917 to help shape destiny, Jim waits for the next time slip. Totally unprepared he emerges in a Convict. Once again he is called on to assist Biggles. Concerned about Jim, Debbie travels to London. Debbie listens to what Jim has to say, but not until she is transported with Jim on his next mission does she fully believe his story.

Together with Biggles, Algy, Bertie and Ginger, the two young Americans help track down the deadly secret weapon. Biggles' ingenuity and tactics rescues them from a situation fraught with danger.

Biggles stars Neil Dickson as Biggles, Alex Hyde-White as Jim Ferguson and Peter Cushing as Colonel Raymond.

Mirrorsoft's game is based on four key parts of the film. The play is as follows: **Game One: Flash, Bang, Wallop**—What a Picture.

Biggles must pilot his biplane, with his time-twin Jim acting as gunner, locate and photograph the German secret weapon site. Ground artillery pounds away at

our hero and the dreaded Captain Erich von Steinhelm—the German ace famed for his iron mask—engages Biggles in a deadly dogfight. **Game Two: A Site For Sore Eyes.**

Biggles has now met up with double agent Marie at a convent and obtained information on how to reach the weapon test site at Blenheim.

But the convent is surrounded by German troops. Biggles must first escape using grenades and taking cover to avoid the German guns. He must then make his way through a series of tunnels and caves, avoid rockfalls, pits, poison gas and, of course, Germans.

**Game Three: Chess Is The Ace.** Air ace Biggles and his chum Jim have to make their way across the rooftops of modern London to a secret rendezvous to collect photographs of the weapon site. Biggles and Jim, chased by a police helicopter, must leap between buildings and slide down roofs. Armed

police and SAS troops are also stationed on the roofs trying to trap our intrepid duo. **Game Four: The Big Bang.**

Biggles has slipped back in time to 1917—with the modern high-tech police helicopter. He must navigate his way to the weapon site using a computer-enhanced map photograph supplied by Colonel Raymond. He must destroy the weapon.

The screen of this section of the game shows the cockpit of the helicopter with all its controls. The map includes details of landscape, enemy troops and Biggles' pals, Algy, Bertie and Marie.

But before the secret weapon can be destroyed, a number of strategic objectives must be achieved.

Planned release dates for the game are as follows: Commodore 64 May 1 £9.95/£12.95 disk; Spectrum May 16 £9.95; Amstrad June 12, £9.95/14.95 disk. Atari ST and Amiga versions should be available in October.



# UNTOLD STORY



## COMPETITION

**Biggles** — *The Untold Story* is to be given a Royal charity Premiere on May 22nd in the presence of the Prince and Princess of Wales. All money raised will go to the RAF Benevolent Fund and the Prince's Trust.

And thanks to Mirrorsoft we've got three tickets to the premiere as the top prizes in our fantastic Biggles competition.

The next 50 runners-up will receive tape copies of the game for the Commodore, Spectrum and Amstrad.

All you have to do is find the five hidden nemes in our word square and send your answer to Biggles Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, together with the printed coupon. The closing date for the competition is May 16th and the editor's decision is final.

Because the winners of the competition will have to be contacted quickly, please include your telephone number if you have one.

So if you want to rub shoulders with Royalty, don't delay, post your answers today.

A	U	G	V	G	H	A	N	X	B
B	B	I	G	G	L	E	S	Y	J
C	D	N	W	C	I	P	D	Z	I
D	F	G	I	A	I	G	Y	S	M
E	E	E	J	J	H	O	M	R	T
O	F	R	K	P	K	L	Z	X	U
R	G	H	L	B	N	D	A	Y	V
S	T	M	S	E	R	T	I	E	W

### C+ VG/MIRRORSOFT BIGGLES COMPETITION

Name

Address

Telephone number

Commodore 64 ☐ Spectrum ☐ Amstrad ☐



Available on  
Cass 60/120  
Tape £2.99  
Disk £9.99  
AMSTRAD  
Tape £9.99  
Disk £14.99  
BBC  
Disk  
£9.99

# WHO DARES WINS II

**The Others Don't  
Even Get a  
Fighting Chance**

This is one of the top arcade programs of the year — miss it at your peril.

Define 'hot' on an arcade machine, forget about Rambo, forget about Commando, get the Dares Wins II.

Computer Gamer March 1985

This game is so exciting I've ever seen in the cinema or anywhere else for that matter. It's great!

ZZAP! 64 December 1985

ZZAP! 64 December 1985

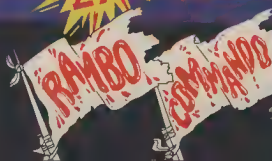
Tape

**£7.95**

**Now Available on  
SPECTRUM 48K**



Alligata Software Limited,  
1 Orange Street,  
Sheffield S1 4DW  
Tel: (0742) 755796





## GRAPHICS

Graphically great or do the  
graphica graie — these marks  
put you in the picture and let  
you know if all things are  
spine and beautiful

## SOUND

Is the sound loud and proud  
and crystal clear? Or does the  
noise from your mic sound  
as though you've got your  
head stuck in a bucket of  
mud?

**VALUE**

Is the game really worth an arm or a leg to buy? Should you beg, borrow — but never steal — to get the cash to buy this game and be the envy of all your friends? Or should you wait until the game turns up in the bargain basement — after just one week on sale.

## PLAYABILITY

Will you have to be dragged screaming from the joystick after 24 hours of continuous play – and still be anxious for more. Or will you give up after a few minutes?



Don't miss this if you've any  
aarsa. This is C+VG's way of  
telling you the game is the  
BUSINESS.



The Computer + Video Games accolade of Game of the Month is the highest honour our team of reviewers can bestow on a game.

It goes to the game – be it for the Spectrum, Commodore 64, Amstrad, BBC, Atari or any other make of computer – which we honestly believe to be the best game we have seen during the month.

The key points we look for are all the normal ones plus originality.

- Machine: Amstrad
- Supplier: PSS/ERE Informatique
- Price: £9.95

here used to be three essential board games — *Sorcery*, *Tau*, and *Spindry* — now you can add *Go Daster!* to your list. This French game is a mixture of all that's best in Ultimate and games with a dash of *Sorcery* and a whole lot of style. Once you get stuck into this colorful, fun adventure you'll be totally addicted, so don't start running anything silly like summer holidays. You won't want to drag yourself away from your Amstrad!

The idea of the game is fairly straightforward. You play the part of Dexter—a super-android on a top-secret mission to liberate the research centre which houses Zaxxas, the all-in-one central control computer, discover the access code to the computer's nerve centre and take all its memory files.

The reason for this? Well, there's a bunch of evil people who want to destroy the universe — again! Eight scientists hold different bits of the access code — so Dexter has to meet them and persuade them to give him the code.

Now, Dexter would be a real tough looking dude if it wasn't for his silly cap he wears which makes him look like a bronie Noddy. How did he come by this? Well, this little Podophephais ain't no op of his head before it could be fitted you see. And Dexter didn't really want to go on a top secret mission with transistors and bits of wires poking out of his bonce. Undesirable! I assure you!

Anyway, as punishment for this crime the Ped — called Scooter — has to go along with Dexter. He helps his android pal by warning of dangers and helping Dexter over certain obstacles.

You start the game in any one of the Zaxxon centre's many colourful rooms. These are often inhabited by oddly shaped robots whose one aim in life is to kill you off. Your energy rating is depicted in percentage in fashion at the bottom of the screen, Sorcery style. You can dodge some of the robot guards quite easily — or if you have the right sort of weapon with you Dexter can destroy them.

A little graphic audience in the left hand corner of the screen shows just what you are carrying at any one time. You can only carry one object at a time—but you are able to swap things when the object in use

If you find a bottle of acid—a private container marked with a



rad skull and crossbones symbol — position yourself to drop it on a robot defender and the metallic monster will dissolve into a satisfying silver puddle.

But watch out — Dexter can slip on the puddles and lose a nerve.

There are 50 colourful 3D rooms to explore, each packed with an amazing amount of detail. Almost every object in each room can be moved, picked up or used. And each of the objects has a purpose. For example boxes can be piled up to reach a previously unreachable platform, coloured glasses must be used to open doors, objects which look like miners' lamps can be used to destroy robots, and little red 'cards' with something that looks like a Smiley face on them can be dropped in a room where they rise up and 'frazzle'.

Dexter can walk and jump and pick up objects like any normal game hero — but he can also PULL things. Things like wardrobes which sometimes

reveal hidden instances — or  
more robustly

There are human enemies—the computer centre as well—buses and a plank, when you might just recognise them. Macadam Bumper's loading screen. These people try to make your life as difficult as possible—but you can disable them by using certain objects.

Energy can be a problem for Daxas but if he finds a useful Holophonic Cabin he can zap energy up to 99% again. Like it could not be Soccer.

There's so much to this game that you'll want to keep coming back for more — time and time again.

The graphics are excellent, so is animation and sound. *Get Dexter* is already a French number one under its original name *Crafton and Xuric*—and it's destined to be an instant hit in the UK. **Go out and buy it!**

● Graphics	10
● Sound	9
● Value	10
● Playability	10



# BOMB JACK

Spectrum £7.95  
Commodore 64/128  
£9.95 (cass) £14.95 (disc)  
Amstrad/Schneider  
£8.95 (cass) £14.95 (disc)  
BBC £9.95 (cass) £14.95 (disc)  
Commodore C16  
£7.95 (cass)



Spectrum Screen Shot



Commodore Screen Shot

Take to the skies as you play the part of our intrepid hero "BOMB JACK", the man without fear, as he indulges his incurable hobby of Bomb collecting. "BOMB JACK" is the only game that will take you around the world from Greece to Egypt, sunsoaked beaches to the skies of New York City, but don't expect a holiday in this game. Danger threatens from every side in the form of deadly robots, rogue satellites and even killer sparrows! Your only chance is to eat the power pill which drains your enemies of power and leaves them easy prey to "BOMB JACK". But look out the pills effects won't last forever, unlike "BOMB JACK'S" strange urge for collecting Bombs. Addictive, High Flying, Bomb-Bustin' Fun and the Quality you've come to expect from Elite.



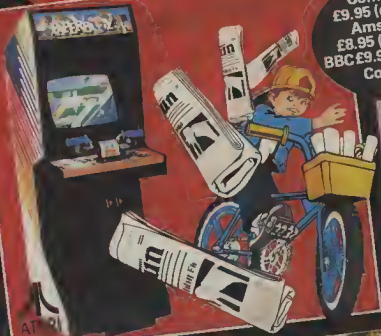
MAIL ORDER:  
Just send a cheque or  
order payable to  
quote your Visa or  
no., to get a c  
BOMB JACK or P APE

## THERE'S MORE TO EASTER THAN UNWRAP AN ARCADE

# STEEL PAPERBOY

Spectrum £7.95  
Commodore 64/128  
£9.95 (cass) £14.95 (disc)  
Amstrad/Schneider  
£8.95 (cass) £14.95 (disc)  
BBC £9.95 (cass) £14.95 (disc)  
Commodore C16  
£7.95 (cass)

COMING SOON



ATRI

© 1988 Elite Systems Ltd.



Get ready for the "official" home computer version of the Arcade blockbuster, Paperboy. Pick up your old push-bike, put on your peaked cap and imagine yourself breaving the street of an American suburb. Only superb riding skills and a steady throwing arm can get you through your seven day week of hilarious action. On your travels, avoid cars, fighting neighbours and fiendish Helms Angels. ell out to obstruct you in your pursuit of excellence. You score points by delivering to ell your usual customers, but you can get sneaky bonus points by breaking the windows of non-subscribers. It's a difficult task, but your employer believes that "practice makes perfect" and generously provides a Paperboy practice BMX track where you can score valuable extra points. Whether you choose "Easy street" or go the "Hard Way", get ready for the ride of your life.

**THAN CHOCOLATE EGGS.  
ARCADE MASTERPIECE FROM**

**elite**

# ALIEN HIGHWAY

ENCOUNTER 2



HISTORY recalls the epic 'Highway Encounter.'

The attempted domination of Earth by the dreaded Alien aggressor was foiled by the power of the Vortars.

NOW the sequel is launched.

'Alien Highway: Where Vorton meets Alien, in the ultimate encounter.

PLEASE SEND ME

AMSTRAD CPC

SPECTRUM 48K

TOTAL VALUE

TAPE

£8.95

£7.95

DISC

£13.95

NAME

BODILY DAMAGE

ADDRESS

ENCLOSURE CHECKS PAYABLE TO VORTEX SOFTWARE SALES LTD  
SEND TO VORTEX SOFTWARE SALES LTD 24 KINGSLEY AVE, GUILFORD GU1 2DL

AMSTRAD CPC SPECTRUM 48K

At one stage it looked as though the trussy C16 was heading for retirement because of a lack of new software. Wrong! Great discount deals on the computers over Christmas have meant software houses have started churning out new games.

So read on for C+VG's Fred Reid's round-up of the latest C16 games heading your way.

## KAKTUS

- Machine: C16
- Supplies: Audiogenic
- Price: £6.95

To my mind, Kaktus is a rather ally game, involving a cactus and a swarm of bees.

The idea is simple, protect the farmer by shooting the bees. Other pests that impede your progress are moles, hornets and buzzards. Shoot all bees, hornets etc. and go on to the next level.

Pretty simple graphics and a brief snippet of music is all you get here. But for all that, it's quite addictive!

- Graphics 6
- Sound 3
- Value 5
- Playability 7

## GHOST TOWN

- Machine: C16/Plus 4
- Supplies: Anilog
- Price: £6.95

"Enjoy the quest and play it often and again and again..." says the first screen of this graphic adventure.

It's a little optimistic of the programmers to think that you'll be so hooked on Ghost Town that you won't be able to drag yourself from your Commodore.

The story is as follows. A prosperous town has been

turned into a ghost town by the wizard Beldar. The task of the wizard is to find out what happened and stop it.

The game is played in the first person. You are a young man who has just arrived in the town. You are told that the wizard Beldar has turned the town into a ghost town.

- Graphics 6
- Sound 6
- Value 5
- Playability 5

## 3D GLOOPER

- Machine: C16
- Supplies: Audiogenic
- Price: £6.95

3D Glooper is a 3-D shooter. It's a very popular game. It's a very popular game. It's a very popular game. It's a very popular game.

The game is played in the first person. You are a young man who has just arrived in the town. You are told that the wizard Beldar has turned the town into a ghost town.

- Graphics 8
- Sound 3
- Value 6
- Playability 6

## PANK

- Machine: C16
- Supplies: Anilog
- Price: £6.95

PANK is a very popular game. It's a very popular game. It's a very popular game. It's a very popular game.

- Graphics 7
- Sound 7
- Value 7
- Playability 8

levels they must fail to be destroyed. For the first level, monsters need to be killed but green monsters need to be killed.

The game is played in the first person. You are a young man who has just arrived in the town. You are told that the wizard Beldar has turned the town into a ghost town.

- Graphics 7
- Sound 6
- Value 5
- Playability 6

## TOM THUMB

- Machine: C16/Plus 4
- Supplies: Anilog
- Price: £6.95

Tom Thumb is a very popular game. It's a very popular game. It's a very popular game. It's a very popular game.

The game is played in the first person. You are a young man who has just arrived in the town. You are told that the wizard Beldar has turned the town into a ghost town.

The game is played in the first person. You are a young man who has just arrived in the town. You are told that the wizard Beldar has turned the town into a ghost town.

The game is played in the first person. You are a young man who has just arrived in the town. You are told that the wizard Beldar has turned the town into a ghost town.

- Graphics 8
- Sound 3
- Value 6
- Playability 6

adventure is a small. There are 178 levels. You are a young man who has just arrived in the town. You are told that the wizard Beldar has turned the town into a ghost town.

The game is played in the first person. You are a young man who has just arrived in the town. You are told that the wizard Beldar has turned the town into a ghost town.

The game is played in the first person. You are a young man who has just arrived in the town. You are told that the wizard Beldar has turned the town into a ghost town.

- Graphics 7
- Sound 7
- Value 7
- Playability 8

## KUNG FUKID

- Machine: C16
- Supplies: Audiogenic
- Price: £6.95

Do battle with the Emperor's army. You are a young man who has just arrived in the town. You are told that the wizard Beldar has turned the town into a ghost town.

The game is played in the first person. You are a young man who has just arrived in the town. You are told that the wizard Beldar has turned the town into a ghost town.

The game is played in the first person. You are a young man who has just arrived in the town. You are told that the wizard Beldar has turned the town into a ghost town.

- Graphics 7
- Sound 5
- Value 10
- Playability 8

goes a long way.

The game is played in the first person. You are a young man who has just arrived in the town. You are told that the wizard Beldar has turned the town into a ghost town.

The game is played in the first person. You are a young man who has just arrived in the town. You are told that the wizard Beldar has turned the town into a ghost town.

- Graphics 4
- Sound 4
- Value 5
- Playability 6

## MR PUNKY RSE

- Machine: C16

The game is played in the first person. You are a young man who has just arrived in the town. You are told that the wizard Beldar has turned the town into a ghost town.

The game is played in the first person. You are a young man who has just arrived in the town. You are told that the wizard Beldar has turned the town into a ghost town.

The game is played in the first person. You are a young man who has just arrived in the town. You are told that the wizard Beldar has turned the town into a ghost town.

- Graphics 7
- Sound 5
- Value 10
- Playability 8

The game is played in the first person. You are a young man who has just arrived in the town. You are told that the wizard Beldar has turned the town into a ghost town.

The game is played in the first person. You are a young man who has just arrived in the town. You are told that the wizard Beldar has turned the town into a ghost town.

The game is played in the first person. You are a young man who has just arrived in the town. You are told that the wizard Beldar has turned the town into a ghost town.

- Graphics 7
- Sound 5
- Value 10
- Playability 8

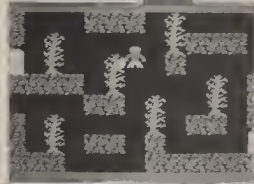
## LYBRG

- Machine: C16
- Supplies: Audiogenic
- Price: £6.95

The game is played in the first person. You are a young man who has just arrived in the town. You are told that the wizard Beldar has turned the town into a ghost town.

The game is played in the first person. You are a young man who has just arrived in the town. You are told that the wizard Beldar has turned the town into a ghost town.

- Graphics 7
- Sound 5
- Value 10
- Playability 8



► CONTINUED FROM PAGE 17

► CONTINUES ON PAGE 22

## ● Price: £2.99

I first played Cyborg on the C64 a few years ago, and I'm happy to report that this version has lost nothing of the original flavour.

Cyborg is a very fast blinding extravagance, in which you have to protect the Cyborgs from alien gone wild.

Your movement is restricted, making escape almost impossible, and to make matters worse, you can only fire while you are moving.

Many different levels of pure blast-'em make this one of my favourite C16 games

- |               |   |               |   |
|---------------|---|---------------|---|
| ● Graphics    | 8 | ● Graphics    | 9 |
| ● Sound       | 4 | ● Sound       | 5 |
| ● Value       | 8 | ● Value       | 9 |
| ● Playability | 9 | ● Playability | 9 |

## ● COMMANDO



## SPACE ESCORT

- Machine: C16
- Supplier: Atlantis
- Price: £2.99

Space Escort is a basic space shoot-'em up, it's fun for a while but has nothing really original to recommend it.

Your job is to protect space liners carrying people from your doomed planet. But alien attackers have other plans.

There are four main waves of attackers. Destroy these and you can land on a planet. It's then on to the next level. In all there are 26 liners to protect.

- |               |   |
|---------------|---|
| ● Graphics    | 8 |
| ● Sound       | 7 |
| ● Value       | 7 |
| ● Playability | 7 |

## WINTER OLYMPICS

- Machine: C16
- Supplier: Tynesoft
- Price: £6.95

Just the game for those long summer nights ahead.

Six traditional winter sports are portrayed in stunning graphics. The events you

complete in are loaded from a double disk, and the menu is self-explanatory. The events are speed skating, speed skiing, luge, bobsleigh, and figure skating. All the events are controlled using the latest Mavaload system so you just push the buttons and you're back!

Of the best games I've seen on the C64 Plus 4 as yet. This looks like a real event.

But even so, it was allowed to be a tough screen in the first hour.

- |               |   |
|---------------|---|
| ● Graphics    | 9 |
| ● Sound       | 5 |
| ● Value       | 9 |
| ● Playability | 9 |

## MOUNT VESUVIUS

- Machine: C16
- Supplier: Tynesoft
- Price: £6.95

I first expected a rugged volcanic and exploring level, but it was not to be.

There is indeed a volcano, and the local populace are in danger of being erupted on.

Inside your helicopter from the top of the cable car to each house in turn. You can only take one passenger at a time, and you must be rapidly running out, or you'll be back to the top of the volcano, and make another trip.

Repeat this procedure until you are bored. The graphics are good, but the sound is not. This is a shame.

- |               |   |
|---------------|---|
| ● Graphics    | 8 |
| ● Sound       | 7 |
| ● Value       | 7 |
| ● Playability | 7 |

## POGO PETE

- Machine: C16
- Supplier: Tynesoft

## ● Price: £6.95

Pogo Pete is a young kid on an adventure. The game is a bit of a mess, but it's a mess that's worth making.

One of the problems has been that the first Pete is a bit of a mess, but it's a mess that's worth making.

After this, the game is a bit of a mess, but it's a mess that's worth making.

- |               |   |
|---------------|---|
| ● Graphics    | 7 |
| ● Sound       | 6 |
| ● Value       | 7 |
| ● Playability | 8 |

## COMMANDO

- Machine: C16
- Supplier: Atlantis
- Price: £2.99

This is the best version of the film of the book etc.

Elle has done a good job of converting this game, and the result is a fast, nerve-racking shoot-'em-up that you'll never get tired of.

The first screen is tough. If Joe has to storm the enemy position to get through to the next screen, with a crosshair crossfire.

Joe seems to have a mission to complete. Certain parts of the screen are shielded by go areas.

The second screen is a cover for the best advantage.

- |               |   |
|---------------|---|
| ● Graphics    | 7 |
| ● Sound       | 4 |
| ● Value       | 8 |
| ● Playability | 6 |

## ● SPACE ESCORT



## THE BERKS TRILOGY

- Machine: C16/Plus
- Supplier: CRL

## ● Price:

The Berks Trilogy is a most interesting series of three games. The first, The Berks Trilogy, is a most interesting series of three games.

The second, The Berks Trilogy, is a most interesting series of three games.

- |               |   |
|---------------|---|
| ● Graphics    | 8 |
| ● Sound       | 6 |
| ● Value       | 7 |
| ● Playability | 8 |

The third, The Berks Trilogy, is a most interesting series of three games.

The fourth, The Berks Trilogy, is a most interesting series of three games.

The fifth, The Berks Trilogy, is a most interesting series of three games.

The sixth, The Berks Trilogy, is a most interesting series of three games.

The seventh, The Berks Trilogy, is a most interesting series of three games.

The eighth, The Berks Trilogy, is a most interesting series of three games.

The ninth, The Berks Trilogy, is a most interesting series of three games.

The tenth, The Berks Trilogy, is a most interesting series of three games.

The eleventh, The Berks Trilogy, is a most interesting series of three games.

The twelfth, The Berks Trilogy, is a most interesting series of three games.

The thirteenth, The Berks Trilogy, is a most interesting series of three games.

The fourteenth, The Berks Trilogy, is a most interesting series of three games.

# Post Haste Software



## The total postal software service!

Post Haste is part of GB Microland, the South of England's unique computer shop. Thousands of software titles. Lots of experience. The place that gave new meaning to the word "friendly". But not everyone lives nearby. So Post Haste Software was born. To bring the best to your door. With top service. Here's how. No "Club" to join. No "subscription" to pay. You come in our shop for free. Why pay to buy you mail?

Unique "double-your-money" voucher with the 40-page catalogue. Check the box in this advertisement!

Postage free in the UK. Europe? Add 95p. Elsewhere? Add £2.50. For the whole order, not each program.

Order by post or phone, day or night. Check the coupon for details. Then relax. It's fast! Pay by cheque, bank draft, PO, Access, Visa, Mastercard, Eurocard. Post Haste is a convenience!

## ALREADY SEEN SOMETHING YOU WANT ON THIS PAGE? GO RIGHT AHEAD AND ORDER NOW!

Use the coupon or write on your own paper. Be sure to include all the details from the coupon. Cross cheques and POs for safety. Your software will be on its way by return. So take out catalogue. And your unique "double your money" voucher!

## ADVENTURERS! SPECIAL EXTRA SECTION!

There are dozens of adventures in the Post Haste catalogue. Even directly aimed major production. Just about all the superb Infocom range is there and many others too!

And Post Haste carries the full range of Infocom's Lancelot, Zork, Quest and other books to many other adventures too!

Answers to its problems that keep you awake at night? The catalogue tells them all!

## THE POST HASTE CATALOGUE

The Post Haste catalogue is just 90p with a unique "double your money" voucher tucked inside! Yes, the Post Haste catalogue contains a £1.80 voucher to use for your first order! How's that for value?

You get 40 big pages crammed with over 100 program descriptions. Recreation, utility, strategy, adventure, arcade, they're all there! And so is your £1.80 "double your money" voucher!

Pack pictures, screen shots, review quotes and much more. Programs for low prices! Amstrad, Atari, BBC, Commodore 64/128 and Spectrum. You're spoilt for choice with Post Haste!

And your catalogue is the gateway to a huge program range from Post Haste's over 4,000 titles spanning 10 major micro! Where else is there such a choice?

## HARDBALL (Accolade)

At last, the ultimate sports simulation! You've possibly never seen graphics like this, come anywhere near equaling these. And it's not simply another sports game but as near to life as you can get! Choose your league, manage them, control them when they play! Rave reviews from all sides!

"Incredible! Compelling! Sets new standards in gameplay and animation!" — Zzap 64  
C64/128 (C) £9.95 C64/128 (D) £14.95

## POST HASTE IS BEATEN!

The sheer volume of new releases just can't be described in his advertisement! But, of course, as the premier mail-order service, we've got them all in stock! Or, if they're about to be released, they're here within hours and on their way within minutes. Knight Rider, Star Strike II, Ping Pong, Turbo Capet, Street Hawk, Ph5 Trading Company—you name it! And we've got it, or it'll be here soon!

## URIDIUM (Hewson)

In enormous demand before it was even released! By Andrew Braybrook of Paradroid fame. Graphics are absolutely unbelievable and may be some of the best ever seen on a home computer! You'll want that Hie's what Zzap 64 had to say about it!

"Visually awesome, technically stunning and a brilliant shoot 'em up to boot!" — Zzap 64  
C64/128 (C) £8.95 C64/128 (D) £12.95

## V (Ocean)

Based on the chilling and successful TV series, you're going to have to work hard to save Earth from the seemingly human alien in this multi-level arcade game for Spectrum and Commodore. An absolute must for graphic arcade adventure fans!

"Almost as scary as the TV series—we were hooked from the word go!" — Embling Games Group

C64/128 (C) £8.95 Spectrum (C) £7.95  
Amstrad (C) £8.95

## MAX HEADROOM (Quicksilver)

At last the TV spokesperson everyone talks about is arriving in his (her?) own program! And to say that it's different is a monstrous understatement! Graphically great and a mental challenge that'll keep you and the family stimulated and thinking for a long time!

"A whole menagerie of goodies waiting for you if you rescue Max!" — Crash

C64/128 (C) £9.95 Spectrum (C) £9.95  
Amstrad (C) £9.95

## TWISTER (System 3)

Genial Graphics, lots of fun, plenty to keep you interested at level after level unfolds, each with its own special challenges and unique effects. And it's going to be available for all the machines!

"If you're after a fast fun arcade game this could be just what you're looking for!" — Crash

BBC (D) £10.99 Atari (D) £10.99  
C64/128 (C) £7.95 C64/128 (D) £10.99  
Amstrad (C) £7.95 Amstrad (D) £10.99  
Spectrum (C) £7.95

## THE POST HASTE SERVICE

We can supply any program you've seen advertised. If it's released, you'll usually get it by return. Not a net, you'll get it later when it does come out. Simply order it and all back. And here's our promise: we'll never cash your cheque or charge your credit card until a program is packed and ready to mail! That's a Post Haste service!

## ELEKTRAGLIDE (English Software)

This is the hit racing simulation which Atari owners have been queuing for. Tunnels, chilling bends, huge speed! And now Commodore and Amstrad owners can have it too! Demands are sure to be enormous. Why? Universal agreement that it's the best thing available in speed and challenge! "The fastest thing yet seen!" — C+VG

Atari (C) £8.95 Atari (D) £12.95  
C64/128 (C) £8.95 C64/128 (D) £12.95  
Amstrad (C) £8.95 Amstrad (D) £12.95



Phone Orders (24 hrs)  
(0705) 269333

TO GET YOUR CATALOGUE AND THE "DOUBLE YOUR MONEY" VOUCHER, OR TO ORDER SOFTWARE, USE THIS COUPON.

- Send your catalogue. I've enclosed 90p.
- Don't forget my £1.80 "Double Your Money" voucher for me to use with my first order.
- I want to order software right away and the details are below. I want the catalogue too so I've added 90p.
- Don't forget my £1.80 "Double Your Money" voucher!

My name is

My address is

Post code

My computer is

Can we contact you by phone if there's a query?

STD/Exchange Number  
IF YOU'RE ORDERING SOFTWARE  
PLEASE PRINT DETAILS OF THE  
PROGRAMS YOU WANT

PROGRAM NAME	PRICE

Catalogue with £1.80 voucher Add £0.90  
Postage is totally free in the UK Add £0.00  
Europe postage for whole order Add £0.95  
Amstrad elsewhere for whole order Add £2.50

TOTAL AMOUNT ENCLOSED £

PAYING BY CHEQUE OR POSTAL ORDER?

Please make it payable to Post Haste Software and cross it for safety, I ask!

CHARGING IT TO YOUR VISA, ACCESS, MASTERCARD, EUROCARD? May we have your card number, expiry date and signature?

Expiry date      Signature

Now mail your order to

POST HASTE SOFTWARE  
GB MICROLAND, 7 QUEENS PARADE  
LONDON ROAD, WATERLOOVILLE  
HAMPSHIRE PO7 7EB, UNITED KINGDOM  
On phone (24 hours) 0765 269333

## EMPIRE

- **Machine:** Spectrum/C64/Amstrad
- **Supplier:** Firebird
- **Price:** £9.95

If you're a space pilot with a taste for *Empire* building then why not apply to the nice young lady at your nearest Firebird space station. She's got excitement and adventure in store for all you able-bodied, space age strategy freaks.

It would be all too easy to describe *Empire* as a sort of poor man's *Elite*. There are lots of similarities between the two. *Ace Elite* players might find *Empire* a bit simplistic. But for the rest of us mere mortals it's a good training ground for those wanting to enter the *Elite*.

When you start the game you are in the middle of the solar system Agatlu. You have only the basic ship, with hardly any special features. The display shows you in the middle of a circular playing area. You may rotate everything anti-clockwise and move forwards.

The top two thirds of the instrumentation area is empty for the moment. It fills up as you get more extras and add-ons for your ship.

In the bottom left and right hand corners you see four columns. These give you an indication of the condition of your ship. They are identified by the letters in white on blue at the top of the columns. 'E' shows you ship's energy; 'T' the ship's temperature; 'R' how 'HOT' in radioactive terms your ship is and 'S' shows the state of your shields.

Next to the columns are two circular direction pointers. These point to different things in the current solar system.

To fly your ship to the object, rotate until the arrow points straight up and fly forwards.

At the bottom of the circular screen there is a blue rectangular panel. This is your ship's computer. All messages in the game will appear on this screen. Above the computer screen is a digit counter which shows the total elapsed time since you started playing the game.

You can transport cargo around the system in pods. To carry a pod, you must extend your 'cargo ropes' behind your ship.

You manoeuvre your ship so the pod is to the side of the cargo rope, and the pod will be picked up. When you start the game you only have two lengths of cargo rope, allowing you to

carry a maximum of two pods at a time. Further lengths of ropes can be found in special extra pods.

As the game continues, you will be offered a Viper class ship for your use. This allows you to carry many more pods without cargo ropes. Two pod trays will open up on both sides of the display.

Starbases comprise of two spheres, to dock with a starbase all you have to do is fly in between them, and turn so that you are facing towards the centre of one of them.

The last function available on the standard ship is the galaxy map, this can be used by pressing the G key.

To the left of the map there are details about the system that the pointer is pointing at.

To get to minerals or people for the starbases, you have to land on planets. To land on a planet you have to fly round there until you find a 'warp hole'. If you fly into this warp hole your computer will change your ship's controls and plot an orbit for you to follow if you wish to land on the planet.

When flying over the planet surface the direction pointer on the left of the screen is used to guide you to the next pod to be found, or the exit hole.

To travel from one system to another, you must fly off the edge of your current system.

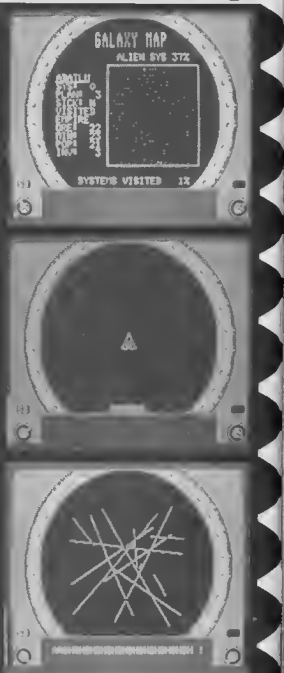
All systems have some aliens. And all of them may at some point pickup a pod. When this happens direction pointer two is activated, and should be used to track down the alien. If the alien is shot then the pod will be dropped. If a pod is shot at any time then it will automatically hyperspace to some other point in the system.

Some systems are controlled by aliens, these systems will be overrun with very fast aliens.

Once you have visited all the systems, strange things will happen to the game, your computer will explain...

Graphics are simple but effective—as are the sound effects. *Empire* is a challenging game—but it could be too big and sprawling for arcade fans and not complex enough for strategy buffs.

- **Graphics** 7
- **Sound** 6
- **Value** 7
- **Playability** 7



▶ CONTINUED FROM PAGE 22

▶ CONTINUES ON PAGE 26 ▶



48K Spectrum

chronicles of the land of fairlight  
1. a prelude: the light revealed

# Fairlight



BY BO JANGEBORG

(author of 'The Artist')

"Maybe *the* game of the year!"

Your Spectrum, November 1985

"... one of the most sophisticated games the Spectrum has ever seen."

"... one of the ten best programs ever made for the Spectrum."

Popular Computing Weekly, October 1985.

"... the best arcade adventure of the year."

Your Spectrum, November 1985



## BATMAN



- **Machines:** Spectrum/Amstrad
- **Supplier:** Ocean
- **Price:** £7.95 (Spectrum) £8.95 (Amstrad)

"Holy smoking Spectrums, Batman! They've gone and turned us into a computer game!"

"Don't worry, Robin, old chum, it's probably just all a dastardly plot cooked up by our arch-enemy The Joker! Just close your eyes and perhaps all these people will go away!"



- **Machine:** Spectrum
- **Supplier:** Durell
- **Price:** £8.95

If you've ever watched a TV or movie car chase with a gleam of envy in your eyes then you're going to mad over Turbo Espirit because that's what the game is all about. It's one long, fast, ed on packed car chase. OK, the graphics aren't brilliant and the sound... well you'll soon be wishing the Spectrum could make noises like a real turbocharged supercar.

However, the game is gripping, packed with atmosphere and genuinely addictive. And after all, it's probably the only chance most of us will get to get behind the wheel of a Lotus — so you could say it's worth it just for

that!

But meanwhile, back at the plot. Here's what you have to do. An armoured supply car is carrying drugs to the centre of the city. One after the other, four delivery vans will drive in to meet it, and the drive off to their hideaways. After the fourth pick-up the armoured supply car will leave the city.

Your mission is to stop the delivery cars after they have made their pick-ups and before they disappear and to stop the armoured supply car before it leaves the city.

You'll score extra points for catching the drug smugglers

villain — and Batman must rescue the Boy Wonder before he suffers a fate worse than death. Being forced to play First Star's Superman game!

Batman rushes to his recently enlarged Bat-cave only to find that Arthur Dayfame, assisted by Bernie Drummond, has come up with a game that's going to leap to the top of the charts with one mighty bound.

Batman makes Superman look like a real wimp thanks to this colourful, fun-packed arcade adventure. OK, once you start playing you'll soon realise you are dealing with a game that's destined to become an all time classic.

Let's take a look at the plot which is worthy of any of the Batman TV shows. The Caped Crusader has got a problem. Robin has been kidnapped by some dastardly

It also appears you need to

collect these items in a specific order. One item helps you get another more easily. But we'll leave you to work that out.

Once Batman has collected all these Bat-bits he has to search out some more. Bits of the Bat-craft which he's mainly serviced and forgot to put back together. Who's a silly little Bat-boy then?

Once that's done Batman can go off in search of the Boy Wonder! Holy broken joysticks, Batman!

Scattered around the Bat-cave are various emeralds which Batman must collect. These give him extra energy, make him move faster, jump higher, give him the power to see a shield, give extra lives etc. But leave to spoil the naturalists which strip Batman of all his hard earned extra powers.

Batman will also come across reincarnation stones scattered around. All you have to do is touch it and it will store the state of the game. This allows you to restart the game at this point from the main menu should you be unlucky enough to lose all your Bat-lives. Useful!

The main menu allows you to select the normal stuff like joystick or control keys but also things like the volume of the music, sensitivity of the controls you've chosen. Why don't all games offer these useful options?

The graphics are excellent in both versions all though the

alive, rather than shooting them. Your pursuit vehicle is a Lotus Turbo Esprit, capable of speeds up to 150 mph.

You lose points for injuring the general public. There are traffic lights at junctions which should be avoided — the smugglers will probably ignore them — there are pedestrian crossings and road works that you should avoid.

On your screen you will see the top of your steering wheel, a speedometer, rev counter, fuel gauge and temperature gauge. Gear changing is done automatically by the computer.

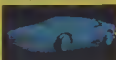
Your car is displayed in the

screen in front of you. At the beginning of the game it is in the centre left lane.

At the bottom left of the screen you will see penalty points which you get if you crash into innocent cars or kill pedestrians. Next to this is your score which you get for catching drug-smuggling cars and beneath this you will see the occasional message from HQ control.

The "cockpit" view is quite realistic — but spoils a bit when you realise that you can see your car on the road ahead anyway. The moving steering wheel, a la Revs, is a nice touch.

All cars in the game are black, except those used by the drug smugglers. These are blue delivery cars, the red armoured





The event every Commodore user is waiting for...

Organised by  
Database Exhibitions

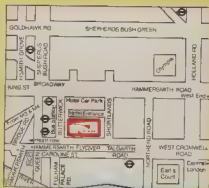
# The 7th official Commodore computer show

Champagne Suite and  
Exhibition Centre, Novotel,  
Hammersmith, London W6

**Exhibitors booked so far include:**

3D Digital Design, AR Marketing, Amem Ltd,  
Analog Software, Bubblebus Software, CA  
Distributors, Commodore Business Machines  
(UK) Ltd, Commodore Computing International,  
Commodore Hosiery, Commodore User  
Computers, Computer Club, Computer  
Bookshops, Database Software, Datastar Ltd,  
Direct Disc Supplies, Duckworth Publishers,  
Evelham Micro Centre, First Publishing, GEM  
Distribution, Gemini Marketing, Grallies,  
Guilmonics, HSV Computer Services, ICPUG, JB  
Software, Leatherlane Music, Llanasoft, Martech,  
Micro Media Computer Supplies, Micronet 800,  
Micropro International Ltd, Monograph Music,  
Sales, Precision Software, Proton Software,  
SageSoft, S.E.C.S. Softsoft, Software  
International, Software Plus, SuperSoft, TDI,  
Threevoks, Trojan Products, Tynasoft, Vanguard  
Liquor, Visa Software Ltd, Wymore House,  
Zenodour, Zap 64

See the  
**AMIGA**  
in action!



**How to get there:**

Novotel London is right by the A4/M4 and is only two minutes from Hammersmith underground station (for the West End, City and airport). For those bringing their own car, there is a large underground car park at the hotel.

Friday  
**9**  
May  
10am-6pm

Saturday  
**10**  
May  
10am-6pm

Sunday  
**11**  
May  
10am-4pm

Save £1  
a head  
- and miss  
the queues!  
- by sending  
for your  
tickets  
now!

Please supply

- ☐ Adult tickets at £2 (save £1) £ \_\_\_\_\_
- ☐ Under 16 tickets at £1 (save £1) £ \_\_\_\_\_
- Total £ \_\_\_\_\_
- ☐ Cheque enclosed made payable to  
Database Publications Ltd.
- ☐ Please debit my credit card account

Name  
Address

Address \_\_\_\_\_

Visa \_\_\_\_\_

Admission at door  
£3 (adults), £2 (under 16s)

The 7th official  
Commodore  
computer show

Advance  
ticket order

Post to: Commodore Show Tickets,  
Europa House, 68 Chester Road,  
Hazel Grove, Stockport SK7 5NY

Signed

PHONE ORDERS RING SHOW HOTLINE 061-429 7931  
Please quote credit card number and full address

CVS

## MUGSY'S REVENGE

● **Machine:** Spectrum/ CBM64

● **Supplier:** Melbourne House

● **Price:** £8.95 (Spectrum) £9.95 (CBM64)

"Hey boss, Mugsy and the Melbourne House mab are back in Town!"

"That little upstart. What his augle his time?"

"Moonshine smuggling mainly, but he wants to get into a nightclub business too, boss."

"I heard he was having another crack at a computer games racket."

"Dat's right boss. I gotta holda of dis new tech when was aided the Melbourne House mob's a new HQ. They put up quite a fight boss, but we managed to grab a couple copies of da game before de Feds arrived and spoil avaryone's fun!"

"Well, let's see it then, Spike. Don't keep us in suspense ya dumb bozo!"

"Mmmm. Looks a bit like

Mugsy's first game. Similar graphics — some animated very pretty. But, it's still basically one of those strategic trading games with a few twists. "Looks like he wants avaryone to know just how to become a Godfather figure like ma. I must say the bits where you get to recruit a mob, set up a smuggling network and pay off the Feds is all very realistic. And this time you can send off your hit men to knock off your enemies — a nice touch. Mugsy But it's nice enough to keep my attention for longer than half an hour?"

"Well, I don't think so. The graphics are pretty. But we all know what they say about pretty faces, don't we? And even the prospect of making a few grand and opening up nightclubs doesn't add much to what went before in the original game."

"Yeah, it's a nice idea and it looks nice but it isn't really a full price game — not in this day and age. After all it is 1981. People want a bit more

sophistication these days.

"Yeah boss, like that cute little fax Samantha."

"Shut ya face Spike, this is a family magazine! But while we're on the subject. What happened to my copy of my favourite cold game?"

"Well, uh, boss, you know, the boys."

"You're a just like Mugsy, Spike — cute on the outside but with

nothing inside to back it up!

Unless you find me that game you're going to end up a reviewin' games for the ZX81 again! Now get out and find it — quickly!"

● **Graphics**

● **Sound**

● **Value**

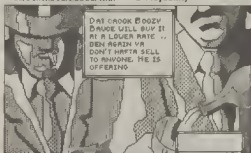
● **Playability**

8

n/a

6

6



## THE INCREDIBLE SHRINKING FREMAN

● **Machine:** Spectrum  
● **Supplier:** Mastertronic  
● **Price:** £1.99

Meet Shuffling Sid, the amazing shrinking freeman. He owes a lot to old Wally, the original suburban arcade adventure. But he's still pretty cute.

Whilst bailing back the flames of a blazing fire in a vast shrinking plant, Shuffling Sid, jipped and fell into the jaws of a powerful shrinking machine and, not surprisingly, was shrunk.

To unshrink shrunken Shuffling Sid, so each him! To do this you will have to find the five parts of the shuffling rack and put them together. After which Shuffling Sid will return to his original size.

Not all the objects that you find will be useful! Not all exits will be obvious — try jumping up through the ceiling of some rooms and they lead into

different areas of the factory — and some of your exits will not be open until you have found the right object to let you pass through. But most of all beware of the ghosts and ghouls that haunt the factory!

At first the game is pretty confusing to play. There are arrows at the top of the screen which indicate which directions you can move in. But sometimes when there's an arrow you still can't move. It must be the "having the right object rule"!

And sometimes when you jump on an object to avoid a nasty you find yourself mysteriously transported to a room above. Not as brilliant as Spillbound — but quite a nice game.

● **Graphics**

● **Sound**

● **Value**

● **Playability**

6

6

7

7

## SAMANTHA FOX STRIP POKER

● **Machine:** Spectrum 48K  
● **Supplier:** Martech  
● **Price:** £8.95

What is a reputable company such as Martech doing unleashing this piece of exploitation onto an unsuspecting public? Trying to make money, that's what! And by all accounts demand for the game is very high.

You've all heard of — and seen — Samantha's Fax. How much more ample charms have been displayed in most of the popular national newspapers.

Even C+VG's Editor — a man known for his exceptionally shrewd life-style — recognised Sam from the signed pin up picture which accompanied this game.

The game starts with the first of several digitised pictures of Samantha Fox. She's wearing —

wait for it — a hat, coat, scarf and a pair of glasses.

You then play seven card stud poker against the computer. Win several hands and a new picture of Samantha appears on the screen. Get the idea?

But why bother? If you want to see pictures of Samantha buy a 20 pence newspaper. The picture quality is better, as well. But did you properly Y fronted review me? To tell the truth I give up after the fourth digitised picture and bought a copy of *The Sun*.

*Samantha Fox Strip Poker* is also available for the Spectrum 128K for £8.95 and the Amstrad £8.95 for cassette.

● **Graphics**

● **Sound**

● **Value**

● **Playability**

8

4

7

8

## DOCTOR WHO AND THE MINES OF TERROR

- Machine: CBM 64
- Supplier: Micropower
- Price: £11.95

Doctor Who is an institution. As such he's bound to take a few knocks now and then. Luckily our trusted Time Lord has survived them all.

The good news is the Doctor will also be able to survive the *Mines of Terror*. Surely the hero of the nation deserves something a little better than this ordinary adventure.

Okay, the packaging is lavish — the game comes in a box the size of a videocassette — and there's a decent amount of documentation. But no amount of flash can cover up a lacklustre game.

Doctor Who has been sent by

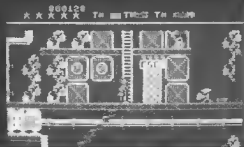
the Time Lords to the planet Ojan where The Master, an old enemy of the Doctor, is building a "home" to test his play unit. With this fiendish machine the evil Master could fulfil his desire to rule the cosmos.

The game spans a vast playing area — with about 130 screens covering ten playing areas including the mine workings, a reactor, a lift shaft and a monorail.

The one big plus of *Doctor Who and the Mines of Terror* is its sheer scale. Map maniacs will find it a delight.

- Graphics
- Sound
- Value
- Playability

7  
7  
7  
7



## KNIGHT TYME

- Machine: Spectrum 128
- Supplier: Mastertronic
- Price: £2.99

The story continues. First there was *Finder's Keepers*. Then the excellent *Spellbound*. Now *Magic Knight* is back for his third adventure in *Knight Tyme*.

Tremendous interest surrounds this game. Not just because it's the latest of good old Knight's eccentric adventures but because it's one of the first games to be specifically written for the 128K Spectrum.

We were given a preview copy of the game which still required a little work before it's finished.

But even so, our recommendation is very simple. Buy it. It's brilliant and at £2.99 you would be a fool to miss out. And 48K Spectrum owners have nothing to worry about as a shortened version of this epic will be released.

*Spellbound* ends when Gimbel the Wizard has been released from a self-inflicted

White Out Spell and Magic Knight has been catapulted through time. He ends up on the star ship USS Pisces somewhere in the 25th Century. The aim is to get Magic Knight back to his own time by finding the Guardians of Tyme.

You start off by exploring the ship but nothing much happens until you twig that you have to have an ID card. But how to get it? One of the computers can be made to produce a blank card and then you have to find a film, camera and someone or something to take your photograph. Get the idea? And don't forget the glue pot at this point. It's very useful.

That's only the start. There's a whole universe out there and it's going to take a long time before Magic Knight gets to go home.

- Graphics
- Sound
- Value
- Playability

7  
7  
7  
7

## WETZONE

- Machine: BBC
- Supplier: Everiss Software
- Price: £4.95

The evil E-Lanes are out to invade Earth, and only you, pilot of the fast space interceptor, can stop them.

Clever creatures, these E-Lanes. They have the ability to make their spaceships appear to you in the guise of various objects gleaned from your childhood memories of holidays by the sea. There are submarines, water beetles, umbrellas, icebergs, sea eagles, snowflakes, diving dumbbells, jellyfish... all most disconcerting for a poor interceptor pilot, but these clever tricks don't do the aliens much good, your plasma bolts

can destroy them all.

The key controls are slightly unusual. There are a variety of options for left (Shift, X, V, N, comma), and right (Z, C, B, M, full stop), and you use the second row of keys for up, third row for fire, and the top row to freeze the game.

The action is fast and furious, and you need all your fingers to stay out of trouble. The music is loud and rather intrusive, and I would have liked the option to turn it off.

It's a straightforward arcade action.

- Graphics
- Sound
- Value
- Playability

6  
7  
8  
8

## MAX HEADROOM

- Machine: Spectrum
- Supplier: Quicksilver
- Price: £3.95

Well, as a C+VG we have to give it a thumbs up. None of the other games in this issue are as good as this. It's a quick, fun, and easy to play game. It's a quick, fun, and easy to play game. It's a quick, fun, and easy to play game.

While not gracefully bill Max Headroom could be a challenging game for most.

- Graphics
- Sound
- Value
- Playability

7  
8  
8  
7

# Cheetah



## Marketing

are proud to announce  
the arrival of their  
125 Joystick



with this  
**NEW JOYSTICK**  
from Cheetah

Compatible with ZX Spectrum, 48K, 128K, Commodore 64,  
Vic 20, Amstrad, Atari, MSX, etc.

At only £8.95 the features on the 125 are second to none. Besides its unique internal structure, built to withstand immense punishment from even the most vigorous games player, the joystick contains no less than four extremely sensitive fire buttons. Two are housed in the handgrip which has been moulded for extra comfort and ease of operation. The trigger-finger fire button provides ease and comfort for your finger and the top fire button is contoured to fit your thumb for sure fire shooting. The base fire buttons are positioned for extra control and two hand firing whether you are right or left handed.

A built in auto-fire switch provides continuous shooting at the touch of a fire button.

The 125 comes complete with a full 12 months warranty and is available from  **WHSMITH** High Street stores and all good computer shops.

**ONLY**  
**£8.95**

Price include VAT, Postage and Packing. Delivery normally 14 days.  
Export orders at no extra cost. Dealer enquiries welcome.  
Send cheque/PQ now for:

## Cheetah Marketing Ltd.

1, Willowbrook Science Park, Crickhowell Road, St. Mellons, Cardiff  
Telephone: (0222) 777337 Telex: 497455

# C+VG MAY THRUST

- Machine: C64
- Supplier: Firebird
- Price: £1.99

Want to get your hands on a real blockbuster that doesn't break the bank? Then rush out and grab *Thrust*! It could just be the best budget arcade style game yet released.

The basic idea is pretty simple. It's a sort of moon-lander type game — but with a bit of zapping thrown in.

You have to pilot your spacecraft carefully in order to pick up fuel and the mysterious Pods which are the main object of your mission. Things start off pretty easily.

You manoeuvre your craft gently above a fuel dump and pick it up. Then you spot the circular Pod and, zapping a gun emplacement on the way, you grab it in your tractor beam and blast off through a warp and onto the next planet where more Pods are waiting.

This time the Pod is hidden deep in a cavern and you have to be really careful with the old thrust control to make it down to the Pod. And after that things get even more difficult...

*Thrust* is a simple but totally addictive game — and at just £1.99 you'd be stupid not to add it to your collection. It's tricky but lots of fun. Some neat music from Rob Hubbard, too.

- Graphics
- Sound
- Value
- Playability



# Software REVIEWS 9

## RED ARROWS

- Machine: BBC
- Supplier: Database Software
- Price: £7.95

Hot on the heels of the launch of Mirrorsoft's *Strike Force Harrier* came Database Software's *Red Arrows*, which offers aspiring pilots the chance to participate in a demanding Red Arrows air display.

According to the authors, the program was developed with the help and advice of the members of the RAF Red Arrows team.

Demonstration mode gives you some idea of what's going on, then there is a chance to practice the four main manoeuvres — the Big Nine Loop, Pyramid Roll, Eagle! Manoeuvre Loop, Vignen Flypast and Concorde Flypast.

The graphics are adequate and the game generally requires skill, time and, above all, patience. Perhaps too much patience. After a time I began to find the game limited in scope, lacking the excitement and adventure of *Strike Force Harrier* in which you fly harrowing wartime missions.

But it should keep the dedicated flight simulation enthusiast absorbed.

- Graphics
- Sound
- Value
- Playability



## SOUTHERN BELLE

- Machine: BBC
- Supplier: Newson
- Price: £7.95

You're on the locomotive of the King Arthur class 4-6-0, steaming through the Surrey countryside, fire roaring, soot in your hair...

Well, perhaps it's not quite that realistic, but very nearby. This superb steam engine simulation will satisfy steam freaks everywhere, with its sharp and imaginative graphics, realistic sound, even down to the whistle, and exhaustive attention to detail.

Your task is to take the steam engine and passenger train from Victoria to Brighton, playing the roles of both driver and fireman. You have to learn the controls,

cope with coal and water, keep an eye on the signals, and arrive at the stations on time. And it's far from easy.

The main menu gives you a number of options, including a demonstration run. You can choose the timing run, or go for the stopping train with signalling, the heavy stopping train, the record-breaking run, the Southern Belle non-stop run, and so on.

For anyone who ever wanted to be a train driver when they grew up.

- Graphics
- Sound
- Value
- Playability



## STRIKE FORCE HARRIER

- Machine: Amstrad
- Supplier: Mirrorsoft
- Price: £9.95

The Harrier is a fearsome piece of airborne weaponry. Its versatility as a fighter/reconnaissance strike craft are widely known. In the right hands it is lethal.

In my well-trained, experienced hands it was deadly. Mainly to myself as I kept crashing seconds after take off.

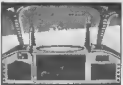
Mirrorsoft's *Strike Force Harrier* is incredibly difficult. But then what's the point of having a simulation program of a

complicated piece of machinery if it's going to be easy?

First the game's mission: Destroy the enemy's headquarters situated 500 miles north north east of your position.

The enemy tasks destroy all the enemy tanks threatening your ground sites, set up new sites and defend them from attack. There is also, of course, air battle to be fought.

There are practice, combat and demo modes to choose from. The demo is particularly useful. It shows what it is possible to achieve if you put in enough practice. That's useful



because at times I felt I was making so little progress I felt like giving up.

There are three skill levels — pilot, commander and ace. My levels would be best described as utterly incompetent, useless and idiot.

To give a detailed description of the Harrier's instruments, how to fly it and other useful hints, takes a 28 page book. It's very detailed.

The graphics and sound are excellent. The ground detail is



very good as are the three dimensional tanks. It's also nice to see the enemy aircraft explode in a ball of flame. Very satisfying for those with violent tendencies.

This is the best flight simulation I've seen for the Amstrad.

- Graphics
- Sound
- Value
- Playability





- **Machine:** Amstrad
- **Supplier:** PSS/ERE
- **Informistique**
- **Price:** £9.95

Like the cry of a million lost souls, the icy wind howled its ghostly lament across the deserted plains, screaming of the amongst the frozen walls of the once bustling town and finally dying against the granite walls of the prison.

Inside, the only movement was mechanical. Machines ruled the Earth—and they had mercilessly exterminated all life. All life except the prisoner pounding on the door of Cell 4121.

The occupant's misery was equalled by his confusion. Why had the robots spared him? What evil designs did they have for this sole survivor of the human race?

He kicked at the door, oblivious to the pain and suddenly the door swung slowly open. Freedom—or a trap? He peered outside.

The cell was halfway along a passageway. To the left was a dead end—no escape that way. To the right was another passage with three corridors crossing it.

Cautiously he tiptoed out of the cell. He had a key, no more than half a dozen steps when horror struck. The aluminium sphere that was one of his captors hovered silently into view. Rooted to the spot, the solitary survivor could only watch in terror as the robot's single eye turned slowly towards him. Momentarily the two gazed at each other and then the prisoner threw himself



full stretch to the floor as a laser bolt left a smoking hole in the wall. Only one metres from his head. Before the robot could take aim again, he was on his feet and racing back to the open door of his cell—the only refuge.

Later, he jerked upright his eyes wide with terror. He had been sleeping and in his

nightmarish dreams he had heard a girl crying over and again for help. Looking round the cell, now lit by a harsh naked bulb, he realised he had been dreaming. But it had sounded so real! Well! That it was again—it seemed a little louder this time. It was definitely a girl's voice.

He wasn't alone—there was

someone else left alive. Hope surged back into his depleted mind—a reason to live, but more—a reason to escape! He had to get out and find her.

So reads the introduction to the second French Amstrad game from PSS.

It's a lot harder to play than *Get Dexter*—not so easy to get into. But once you've managed to work out what's going on you discover that there's a lot to *Doomsday Blues*—more than meets the eye.

The aim of the game is to rescue the girl—plain and simple. But you have to survive to do that—and that's no easy simple.

Before you begin the game you have to allocate 70 "points" between strength, courage and fitness—represented by icons at the bottom of the screen.

Your strength, courage and stamina ratings decrease as you play—but you can boost them from time to time if you find the right objects.

All door handles to be kicked open—which costs you energy. Some doors are tougher than others. You can zap some robots and freeze others depending on your courage and fitness ratings. Attacking robots costs your fitness and courage points.

The graphics create a real doom laden atmosphere and ARE really unlike anything seen before on the Amstrad—just like controlling a TV cartoon.

- **Graphics** 9
- **Value** 9
- **Sound** 9
- **Playability** 9



- **Machine:** Spectrum/Amstrad/CBM 64
- **Supplier:** Elite
- **Price:** £7.95 (Spectrum) Amstrad (£9.95 tape £14.95 disk) CBM 64 (£9.95 tape £14.95 disk)

Elite maintains their crown as kings of the arcade conversions with *Bomb Jack*—a colourful and extremely entertaining cartoon style romp.

If you're a regular reader of C+VG's Arcade Action pages you'll know all about Jack, a cute little caped crusader. He's been coming in the arcades for a couple of years now.

The basic idea of the game is to help Bomb Jack collect a whole bunch of bombs—at the same time avoiding assorted nasties like knights in armour and robot birds.

Jack can jump, run and fly around each screen collecting the bombs, if he follows the correct sequence—which has to be learnt—bonus points can be earned. He can freeze the

nasties and collect them for extra points too. If you help BJ pick up the Powerball which appears from time to time. Other "balls" appear with different bonus point values if collected by BJ.

The most impressive thing about the game—a part from

the addictive game play of course—are the splendid graphic backgrounds to the four screens. There's an Egyptian pyramid and sphinx screen, a greek temple, skyscrapers and a terrific Bavian castle.

Once you've completed the four screens the sequence is



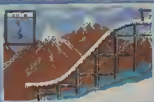
repeated at tougher levels—different platform/obstacle patterns. Bomb Jack is an extremely playable fun game, an excellent conversion of the arcade original, well presented and with some nice sound effects. A must for every arcade action fan.

- **Graphics** 9
- **Sound** 7
- **Value** 9
- **Playability** 9



# WINTER EVENTS

## C16/PLUS 4



Compete in the six thrilling events -

Biathlon, Bobsled, Ski Jump, Slalom, Down Hill and Speed Skating.

The events start with opening ceremony accompanied by thrilling music. One to four players can select the country they wish to represent. The events

with some of the most stunning graphics seen on C16/PLUS 4 provide a perfect backdrop as the chase for medals progresses.

TURBO LOAD ensures that you don't get a chance to cool down between the events.

A QUALITY GAME

FOR C16 AND PLUS 4 OWNERS

£7.95

Trade Enquiries:

C16-PLUS 4 CENTRE, ANCO SOFTWARE,  
85, TILKILN LANE, BEXLEY, KENT, U.K.

Telephone 0322 92513/8

Mail Order: Payment by Cheque, P.O., VISA or ACCESS

24 Hour Credit Card Service: 0322 522631

# ANCO

# DO YOU WANT TO BE A HERO?



## Biggles

The result of unique co-operation between three ace software developers and the Biggles film production company, Biggles - The Untold Story will knock you right out of the air! It's a multi-part arcade strategy game in which each part must be completed to reach your final goal.

In the air, on the rooftops, on the ground, or in the trenches

### YOU CAN BE A HERO!

**Coming in May**

Commodore 64

£9.95 tape, £12.95 disk

Spectrum 48K

£9.95 tape

**Coming in June**

Amstrad CPC

£9.95 tape, £14.95 disk

**MIRROSOFT**

Purnell Book Centre, Paulhan, Bristol BS18 5LQ

# QUEST PROBE

FEATURING

THE  
**HUMAN  
TORCH**

AND  
THE

**THING**



by **SCOTT ADAMS**  
with art by  
**RON WILSON AND  
JOE SINNOTT**

Can you control the awesome powers of two Marvel Super Heroes at the same time, and rescue Alice Masters from the grip of the evil Dr. Doom? In this the third of the highly acclaimed Questprobe series, written by Scott Adams, the undisputed master of the art of adventure writing, you have to control both the Thing and the Human Torch in this mission, as they the Chud! Examiner to rescue Alice Masters from the evil terror of Dr. Doom.

*All American*  
**ADVENTURES**

CROM 64	DISK £14.95	CASS £9.95
AMSTRAD	DISK £14.95	CASS £9.95
SPECTRUM 486		CASS £9.95
ATARI		DISK ONLY £14.95
BBC/ELECTRON (TEXT ONLY)		CASS ONLY £7.95

# OBSEDIAN

- Machine: Amstrad
- Supplier: Artic
- Price: £7.95

In *Obsidian*, the latest arcade adventure from Artic, you are mending your own business, saving your Shredder Wheat when the captain of the spaceship sends for you.

He tells you that the space station has been hit by a freak radiation storm which has deactivated all of its power systems. The space station has been built inside a large asteroid and was on course for a black hole, the gateway to another universe, when the storm hit.

You are ordered to teleport to the station, re-activate the power systems, initialise the engines and re-set the flight plan. When the engines are activated a gravity field will then protect the station from the forces of the black hole.

On completion of the mission you only have a little time to teleport to your ship before *Obsidian*'s engines carry you unhelped into the void.

Once onboard you have to collect objects from the gravity containers hanging from the ceiling. These objects open



various doors, initialise power plants and turn off some of the protection devices. Guess what you don't know? Which object does what, and you can carry one object at a time.

Whilst exploring *Obsidian*'s 50 or so rooms you have to negotiate a variety of security systems, these include different types of robot and lasers, which will soon use up your five lives.

The basic idea behind the game is not original. *Obsidian* is enjoyable. Artic have made full use of the Amstrad's colour graphics facilities and the

smooth movement of objects and characters makes this game a pleasure to watch and play.

There are no catchy tunes to listen to, but sound effects fit nicely and add to the feel of the game without being obnoxious. As with most games of this type, it can take a considerable amount of time and effort to sort out which objects do what. But that's part of the fun, isn't it?

- Graphics 7
- Sound 7
- Value 7
- Playability 7

# MR MEPHISTO

- Machine: CBM 64
- Supplier: Bug-Byte
- Price: £2.95

The devilishly difficult demands made by *Mr Mephisto* will have you dead beat. But eager for more of his demented designs Mr M first saw the light of day some 16 months ago as a full price game. Now Bug Byte has issued it at a knockdown price.

Armed with three lives you set out to climb the stairway to heaven—but don't be surprised to find yourself falling into hell.

You progress through the screens on a moving stairway, dodging demons who will kill you and collecting various objects in the right sequence before moving on to the next screen.

There's even a sneaky part where the stairways are invisible. And falling off the edge of the stair of platform takes you right back to the beginning of the game. That's very annoying when you've been awestruck and battled through several screens.

It will be interesting to see whether this difficult and challenging game makes it second time round.

- Graphics 8
- Sound 8
- Value 9
- Playability 8

# KANE

- Machine: CBM 64
- Supplier: Mastertronic
- Price: £1.99

There are times when a man has to do what a man has to do. Charcot clenched tightly between teeth, pen and notebook at the ready, I moseyed on down to this computer room.

Someone or something called Kane was in town. Guess I'd better check it out. But if things turned nasty would I be able to take on Kane?

Kane, in fact, is not a person but a wild west town, a new Mastertronic game to jump on the bandwagon — or should it be wagon train — of cowboy games.

The N.A.S.T. Railway Co. plans to lay tracks for the Iron Horse through a sacred indian burial ground.

Marshall McGraw is the man who can stop me by negotiating a peace treaty with the Indians. But the railroad company has hired a gang of thugs to stop them. They wait in the town of Kane to ambush

him.

The first part of the game sees McGraw having to prove himself worthy of the high honour of working for the peace settlement. Using a bow and arrow he must shoot down migrating ducks, the traditional food of the Indians. For every few ducks he hit, he collects a piece token.

This sequence is quite challenging. A moveable site helps you target the duck but I found it easier to ignore these and plump for a bit of luck and a good eye. The ducks, by the way, give a ridiculous scream when hit.

Next it's onto your horse and off to Kane to take on the bandits. The gang hides in various positions. Speed and a good aim are needed to beat them.

Kane is excellent value at £1.99 and good fun.

- Graphics 7
- Sound 7
- Value 10
- Playability 9

# RASPUTIN

- Machine: CBM 64
- Supplier: Firebird
- Price: £5.95

Griгор Rasputin was a peasant mystic who came to have an almost hypnotic influence over the Tsar and Tsarina of Russia in the days before the Revolution.

So named was the "mad monk" that a plot was hatched to murder him. He was fed poisoned cakes and wine, shot twice but eventually died from drowning when his body was thrown into an icy river.

Despite the title of mistletoe offering from Firebird's Hot Range, the Rasputin of history has absolutely nothing to do with this game.

Firebird has just borrowed his name and stuck it on a graphically excellent 3D adventure.

The spirit of Rasputin has risen and cast eight evil spells. His power comes from the Jewel of the Seven Planets.

Armed with a magical sword and shield you must enter this dark and mysterious world and destroy this jewel. Part of the

battle against this evil spirit involves finding stones which bear Rasputin's mark, step on them and absorb their power.

Moving round these complex screens, avoiding guards and fighting the other creatures that inhabit this world is not easy. In fact, it could be said that it's over difficult and a little frustrating to get into the game.

But Rasputin is a visual delight, as style shrieks of the very best of Ultimate.

- Graphics 10
- Sound 8
- Value 9
- Playability 7



• CONTINUED

CONTINUES ON PAGE 38 ►

## PING PONG

- **Machine:** Amstrad
- **Supplier:** Imagine
- **Price:** £9.95

When the editor challenges you to a game of Ping Pong there's only one thing you can do—lose gracefully.

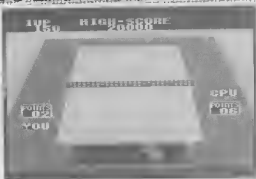
Of course he gets to use the joystick and I have to make do with the keyboard. I didn't stand a chance. But after a few games the Ed loses interest and bounds off to challenge someone else to Inter Galactic Ludo.

Now for some real fun. Ping Pong is a nifty little conversion of the Konami original. It's simple in concept but great fun to play.

You get a three dimensional view of the ping pong table with the two players shown as two disembodied hands floating in the air. The hands look odd but you soon get used to that.

Playing against the computer is difficult—there are five skill levels to choose from—but it's easier than playing against another player. How two people are expected to compete on equal terms when you have to use a joystick and keyboard is beyond me.

Apart from that Ping Pong is an excellent simulation of table tennis. Instead of scoring 21 points to win as in the real game, it's the first one to reach 11 by



two clear points who takes the honours. In a two player match it's the first to win the best out of three games.

In case you managed to return a ball, here are a few hints and tips on the various shots you can make.

**Smash:** This is a superfast shot used to return "floaters". Floaters will make a distinctive sound.

**Drive:** A fast shot normally used to return the ball.

**Cut:** A slow shot which can be used to interfere with your opponent's timing. Forehand or Backhand.

Switching back and forth from backhand to forehand is effective when your opponent tries to catch you on your undefended side or when you want to force your opponent to move right or left.

The only annoying thing about this game is the noise the crowd makes after a point is won. It begins to grate after a while.

- **Graphics:** 8
- **Sound:** 8
- **Value:** 8
- **Playability:** 9



## STARSHIP ANDROMEDA

- **Machine:** IBM 64178
- **Supplier:** Ariolasoft
- **Price:** £12.95

I was expecting so much from this game. I had seen a video which takes you right through the game and it looked very impressive.

When I actually came to play the game I couldn't seem to get anywhere at all. It's a shame because the game looked quite interesting and it is.

In the game you are a Tyrant named Alana who dominates the galaxy. Her power comes from a crystal which is a key to the Mindlord computer which

is a supercomputer. She wants to steal this gem around her neck on a Penitence machine which can only be cut by a Prison fence, powered by Zylon

and Tyrest. To must tour the galaxy, find the lance and the two elements to power it and then go hunting for Alana, taking over her starbases, eventually capturing the Mindlord computer.

But how? I travelled through what is termed regular space, dodging meteorites, searching for Metaspaces on what is to be an usually fruitless task. I eventually gave up, abandoning the computer to anybody who wanted to play the game.

- **Graphics:** 6
- **Sound:** 7
- **Value:** 5
- **Playability:** 6

## 3d SLIME

- **Machine:** QL
- **Supplier:** DataLink Systems
- **Price:** £12.95

From Vog 3 via deepest, darkest Wales comes a particularly nasty corrosive green slime ready to splat your QL.

Your control a spectral looking character strangely reminiscent of the ghostly creatures in Pacman around more than 60 screens, changing after pyramids while being chased by the slime. Steps, stairs and twisting paths must all be negotiated.

If you've been trying to think up things to do with your dusty QL of late, then this is quite a nice way to pass a few hours.

- **Graphics:** 8
- **Sound:** 6
- **Value:** 7
- **Playability:** 7

## SKYFOX

- **Machine:** Spectrum
- **Supplier:** Ariolasoft
- **Price:** £7.95

Skyfox was a big hit on the C64—now it's available for the Spectrum. And a very warm and friendly conversion the Spectrum version is too. The main menu graphics are effective. But the game, which is basically a fast moving shoot 'em up, lacks decent sound to complete the package.

The basic theme of the game is this. You are the pilot of a super fighter Skyfox. Your job is to defend your bases from enemy attack.

Skyfox is a well presented game—but eventually becomes a bit boring after the umpteenth wave of tanks.

- **Graphics:** 7
- **Sound:** 5
- **Value:** 7
- **Playability:** 7

CONTINUED FROM PAGE 37

ENDS



## LOOKING FOR KICKS IN '86?

THEN DON'T MISS



Intel's top soccer magazine brings you all the excitement of soccer every week.

- SUPER COLOUR POSTERS OF THE TOP STARS
  - MATCH FACTS - THE WORLD'S GREATEST RESULTS SERVICE WITH RATINGS FOR EVERY PLAYER
  - FABULOUS FEATURES THAT ARE BANG UP-TO-DATE
  - UP-TO-THE-MINUTE NEWS AND VIEWS FROM YOUR FAVOURITE PLAYERS.
- AND ALL FOR 42p - AVAILABLE AT YOUR NEWSAGENTS NOW!  
Check us out - you'll find we're on the ball!



## MIDLAND COMPUTER LIBRARY

A SUBSIDIARY OF PLATINUM GOLD

- OVER 6 000 different titles available for hire for the COMMODORE, SPECTRUM, BBC, AMSTRAD, ATARI, MSX, ELECTRON, IBM and APC/OT
  - ARCADE, ADVENTURE, EDUCATIONAL and BUSINESS software too.
  - HIRE PRICES from only 75p INC P&P.
  - 20% DISCOUNT off all purchase software
  - FREE CATALOGUES.
  - FREE HINTS AND TIPS.
  - FAST RETURN OF POST SERVICE (if reserves are given)
  - ALL GAMES manufactured ORIGINALS with full documentation
  - OVER 12 000 satisfied members
  - EUROPEAN members welcome.
  - LIMITED PERIOD ONLY FREE MEMBERSHIP.
- Full computerised system keeps track of your order. We pride ourselves in being the most professional Hire Library in the United Kingdom, with staff of 14 who know what the word service means. Backed by our own software company and programmers.

**MIDLAND COMPUTER LIBRARY** CVG  
28 COLLEGE STREET, WORCESTER WR1 2LS  
TEL: 0905 611072

Please rush me my free catalogue stating machine.

Name

Address



## MICRO MAIL

- NEW\* CBM MPS 1000 NLO Dot Matrix Printer 80 cps £284 95
- NEW\* CBM 1571 Desk Drive 340K Double Sided £259 95
- NEW\* CBM 128 Compendium includes - 128, Recorder, Joystick, Music Maker Keyboard, 3 FREE Games Programs £299 95
- NEW\* CBM 1280 Integral 340K Drive, Detachable Keyboard £499 95
- NEW\* CBM Monochrome 80 Column Green Monitor for 128 £39 95
- NEW\* Amstrad PCW 8512 Twin Disk Drive 512K RAM Personal Computer and Word Processor with Printer and Monitor £573 85
- CBM 64 Compendium with holiday vouchers worth £250 00 £189 00
- CBM 1570 170K Disk Drive - seven times faster for 128 £199 95
- CBM 1541 170K Disk Drive for 64/128 Plus 4/C16/WC20 £166 95
- STAR SG 100 120 cps NLG Dot Matrix Printer for CBM's £249 95
- CBM 1900C Colour 80 High Res Colour Monitor for 128 £289 95
- Amstrad PCW 8256 Personal Computer Word Processor £458 85
- Perguson TV Monitor with RGB and Video Input £219 95
- CBM MCS 801 Dot Matrix 7 Colour Printer £169 95
- CBM MPS 803 Dot Matrix Friction - Tractor Feed Printer £169 95

THE PRODUCTS LISTED ABOVE ARE A SMALL SAMPLE FROM OUR EXTENSIVE STOCK OF HARDWARE. WE CAN SUPPLY ALMOST ANYTHING FOR ANY MICRO, IF IT'S NOT IN STOCK WE'LL ORDER IT. PLEASE GIVE US A CALL FOR FURTHER DETAILS.

- \* All Hardware fitted with plug and tested prior to despatch
- \* Access and Visa Credit Card Sales Welcomed
- \* Low Cost Finance arranged
- \* All Prices include Carriage and VAT

Please send request postal orders to:-  
MICRO MAIL, 66 George Street, Derby  
D1 1JH  
Tel: (0773) 259741 **HOTLINE \***

# LOOK OUT

FOR  
THE MOST  
AMAZING ADVENTURE  
GENERATING  
PROGRAM EVER

## THE GRAPHIC ADVENTURE CREATOR

COMING SOON ON THE  
SPECTRUM, BBC B and COMMODORE 64

Incentive Software Ltd  
54 London Street, Reading RG1 4SQ. Tel (0734) 591678

# THE SOFTWARE CHART



Hot off the presses is the latest **C + VG Gallop Software Top 30**. It's the most accurate and up to date chart currently published in Britain. Just one look through the latest **C + VG** charts will tell you which top name games are selling the quickest — making it easier for you to choose the shoot-'em-up, karate game or boxing program you want. It's a knock-out.



## TOP 30 - ALL FORMATS MAY

1	NE	Hardball	CO	US Gold	1
2	1	Yie Ar Kung Fu	SP, CO, AM, BB, MS, EL	Imagine	14
3	2	Formula One Simulator	SP, CO, AM, MS, CI	Mastertronic	26
4	12	Bambo	SP, CO, AM	Ocean	14
5	NE	FA Cup Football	SP, CO, AM	Virgin	1
6	3	One Man and his Droid	SP, CO, AM, CI, AT	Mastertronic	8
7	RE	Sky Fox	SP, CO, AM	Analosoft	11
8	5	Movie	SP	Imagine	4
9	6	Hypersports	SP, CO, AM, BB, MS	Imagine	22
10	10	Winter Games	SP, CO, AM	Epyx/US Gold	17
11	9	Action Biker	SP, CO, CI, AT	Mastertronic	28
12	7	Finders Keepers	SP, CO, AM, MS, CI	Mastertronic	28
13	22	Mr Puniverse	CI	Mastertronic	2
14	11	Commanda	SP, CO	Elite	14
15	23	They Sold a Million	SP, CO, AM	Hit Squad	16
16	26	Way of the Exploding Fist	SP, CO, AM, BB, EL	Melbourne House	28
17	14	Elite	SP, CO, AM, BB, EL	Acornsoft	28
18	NE	Elektra Glide	CO, AT	Activision	1
19	8	BMX Racers	SP, CO, CI	Mastertronic	28
20	RE	Zoids	SP, CO	Marble	3
21	4	Kung Fu Master	CO	US Gold	5
22	17	Barry McGuire World Champions	SP, CO, AM, AT	Activision	16
23	15	Eldolon	CO	Activision	4
24	25	Caves of Doom	SP, CO, AM	Mastertronic	12
25	20	Spellbound	SP, AM	Mastertronic	11
26	19	Computer Hits (10)	SP, CO, AM, BB, EL	Beau Lilly	17
27	37	Steve Davis Snooker	SP, CO, AM, BB, EL, CI, AT, QU	CDS	—
28	13	Lord of the Rings	SP, CO, AM, BB	Melbourne House	8
29	24	Mercenary	CO, AT	Navision	11
30	RE	ACE	CO, CI	Cascadia	2

### AMSTRAD/TOP 10

- 1 Bambo/Ocean
- 2 Sky Fox/Analosoft
- 3 Caves of Doom/Mastertronic
- 4 Formula One Simulator/Mastertronic
- 5 Yie Ar Kung Fu/Imagine
- 6 Mini Office 2/Database
- 7 Hypersports/Imagine
- 8 Finders Keepers/Mastertronic
- 9 They Sold a Million/Hit Squad
- 10 One Man and his Droid/Mastertronic

### CBM 64/TOP 8

- 1 Yie Ar Kung Fu/Imagine
- 2 Southern Belle/Hewson Consultants
- 3 Exploding Fist/Melbourne House
- 4 Lord of the Rings/Melbourne House
- 5 Citadel/Supersoft
- 6 Strikes Force Warrior/Murdoch
- 7 Nightshade/Ultimate
- 8 Mini Office 2/Database

### MACHINE KEY

SP = SPECTRUM BB = BBC  
 AM = AMSTRAD 64 AT = ATARI  
 CI = AMSTRAD EL = ELECTRON  
 CI = C16 DVE = ENTERPRISE



### SPECTRUM/TOP 10

- 1 Movie/Imagine
- 2 Sky Fox/Analosoft
- 3 Winter Games/Epyx/US Gold
- 4 FA Cup Football/Virgin
- 5 Hypersports/Imagine
- 6 Yie Ar Kung Fu/Imagine
- 7 Devil Crown/Mastertronic
- 8 Spellbound/Mastertronic
- 9 Commanda/Elite
- 10 Bambo/Ocean

### BBC/TOP 10

- 1 Hardball/US Gold
- 2 Yie Ar Kung Fu/US Gold
- 3 Kung Fu Master/US Gold
- 4 Elektra Glide/English
- 5 Eldolon/Activision
- 6 FA Cup Football/Virgin
- 7 Desert Fox/US Gold
- 8 Back 'n' Wrestle/Melbourne House
- 9 Mercenary/Navision
- 10 Zoids/Marble





# Heavy on the Magick

SPECTRUM 48/128K

127 AND 128K 1982, 1983

AMSTRAD

CBM 64/128

127 AND 128K 1982, 1983

£9.95

24 KIN STREET  
LEPHON

OLEY, WEST MIDLANDS DY 80  
0184 238777 TO GENERAL

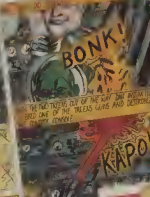
# RESULTS



Back in October we ran a competition which provoked an amazing response — so amazing that it's taken us this long to get around to judging all the thousands of entries YOU sent in!

The competition was based around Virgin's yet-to-be-seen *Dan Dare* game. We asked you to create your very own sci-fi comic strip. The winners will get copies of Dennis Gifford's informative book on the history of comics plus other goodies.

Here we proudly present just a small selection of the winners/runners-up.



# DANNY DARE

PILOT OF THE FUTURE



## THE ADVENTURES OF TIMMY MOUSE



G. HUGHES



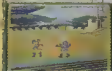
C. SCALLY



# KNIGHT

by  
Dennis  
Travers

# GAMES



Swordfight 1



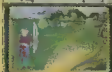
Crossbow



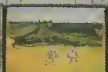
Quarterstaff



Ball & Chain



Archery



Pike Staff



Axe Man



Swordfight 2

AMSTRAD 464/664/6128

£8.95 Cassette

£14.95 AMSTRAD 3" DISK

COMING SOON FOR CBM 64/128

**A Glorious Feast of Medieval Combat**

## ENGLISH SOFTWARE™

1 North Parade, Parsonage Gardens, Manchester M60 1BX

Tel: 061-835 1358

Distributed by U.S. Gold 021-359 8881

## C+VG COMPETITION

Right, whatever you do DON'T enter this competition that's an order.

Who in their right minds would want to go on a helicopter sightseeing trip of London? You'd have to travel to Battersea to board the helicopter. Then you'd fly at 2,000 feet for some truly wonderful panoramic views of the capital, taking in such sights as Greenwich, St Paul's, Buckingham Palace and The Tower of London.

All right, the entire C+VG team wants to go on the trip but we're banned from entering. Curses.

Well, thanks to our mates at CRL, that's the top prize in our **Tau Ceti** competition — a helicopter sightseeing trip for you AND a friend.

And the 25 runners-up will get copies of the Amstrad disk version of **Tau Ceti**.

When **Tau Ceti** came out on the Spectrum back in December, it was voted C+VG's *Game of the Month*.

The plot is as follows. A plague has decimated the inhospitable world of **Tau Ceti**. The tough pioneers have been forced to evacuate the planet, leaving behind the automated systems which helped them to survive. But now the system and the droids it controls have started to run amok.

In your Skimmer you must venture down to the planet and face the ultimate danger.

What we want you to do is send us your original design for a Skimmer.

Send your entry with the printed coupon to Tau Ceti Competition, Computer+ Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is May 16 and the editor's decision is final.



### C+VG/CRL TAU CETI COMPETITION

Name \_\_\_\_\_

Address \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Age \_\_\_\_\_

# COMPETITION RESULTS

At long last the competition results.

## Superbowl Winners

Chris Tapner, W Sussex, J Willeboordse, Cheshire, Mark O'Callaghan, Neath, Adam Back, Kent, Allan Meyers, Gwent, Heath Colsman, Kent, Darren Richards, Bilston, Clifford Bone, Enfield, Henny Ng, Ayrshires, Robert Potts, Leicester, Tracy Oliver, Hants, Colin McCulloch, Warwickshire, Terry Buckley, Essex, Mofid El-nadi, Egypt, M Cotterell, W Midlands, Simon Osmond, Lincoln, Shaun Adsett, Sussex, John Edgington, Essex, Daniel Mills, Berkshire, Michael Follen, Norfolk, Hsvin Scott, Cumbria, Jason Parke, London, Stephen Bennett, Hslywell, Cary Dalby, Essex, John R Tarran, Leigh on Sea, Hsvin R Smith, Newcastle upon Tyne, Edward Carr, Plymouth, Alan M Farrar, Northants, Stuart Wilts, Swindon, Simon Thompson, Leicestershire.

## Overseas Competition

After all the means and groans from our readers in Australia, New Zealand etc, we run a special competition for our overseas readers. And guess what happened? Only one reader from New Zealand entered — the rest were from Europe!

Jacques Brasms, France, Reinier Smit, Holland, Rainer Umbach, W Germany, Msrce Wiering, Holland, Marcel Dubbeld, The Netherlands, Ian Finch, New Zealand, Gunther Micollif, Malta, Vegard Guldborg, Norway, Ramzi Hnnns, Switzerland, Jose Sandeliu Gimeno, Spain, Jan Tore Nordong, Norway, Kevin Spitsni, Malta, Nick Pharmakis, Greece.

## Gyroscope

Christoph Bungert, W Germany, Peter Brannelly, Shropshire, Alistair McLeod, Fife, Neil Howard, Devon, Stephen Norman, Cleveland, Mofid El-nadi, Egypt, J Shah-Taylor, Harrgate, Robin Law, Coventry, Sam Mahlane, London, H Pridmore, E Yorkshire, Ewan Clark, Ayrshire, Darren Glsvor, Edinburgh, John Hall, Leeds, Andrew Leory, W London, Ben Warren, Bucks, David Devenport, Derbyshire, Mr J Temple-Cox, Essex, Philip Annells, Cardiff, Alan Negus, Shrewsbury, Stephen Dowle, Avon, Toby Psulgom, Merseyside, Jon-Erik Hopland, Norway, Colin Baker, Kants, Simon Collington, Leicestershire, Nicias Etelavuori, Finland,

Steve Cooper, Somerset, James Deviss, London, Peter Kjøge, Denmark, Matthew Lund, Nth Kumbarside, James Kinchcliffe, Hull, G Williams, Swansea, John Bartlett, Bristol, J Slade, Worcs, Antony Critchley, Berks, Luke Watson, Hornsea, Stephen Whatlisy, Worcester, Haran Siun, Surrey, Michael Ray, London, Neil Watts, Kants, Richard Thompson, Dyfed, T Lewis, Bedford, Hhald Jamil, London, Neil Gregory, Birmingham, John Patevis, Cyprus, Morgan Page, Cheshire, Dave Lowe, Leicester, Kamid Hnan, Bristol, Andrsw Eisan, Penarth, Matthew Robinson, Surrey, Bruce Thompson, Ilford.

## Blade runner

Andrew Kourilan, Manchester, Anthsny Swinburns, Penarth, Guy Huxtable, Herts, James Gillis, Tyns & Wear, Lion Ogden, Gwynedd, B Hamilton, Somerset, Steven Clarkson, Staffs, Darren Wilkes, Birmingham, P Williams, Chwyd, Christos Zambes, Essex, Stephen Jones, East Sussex, Mark Davies, Merthyrtydfil, Mark Drury, Manchester, Gary Lill, Derby, Christy Corbett, Works, Shaberys Ahmed, Abu Dhabi, Tslh Yousry, Kuwait, Stephen Lindsey, Esst Lothian, Hari Huorinne, Finland, Mrs G T Adcock, Devon, Mikko Aromaa, Helsinki, James Keyte, Bognor Regis, B Honter, Lndon, N Raistsbrough, Northants, J D McNicoll, Ayrshire, Gary Hutton, Bath, Andrew Marriage, Essex, Andrsw Lasry, Londen, Ian Dickes, Swindon, Patrick Bishop, Bristol, Barry Skelton, Northumberland, Alistair McLeod, Fife, Andrew Stephens, Perthshire, Paul Green, York, Hevin Lloyd, Gwynedd, Scott Davies, Worcs, Simon Turner, Gwent, David Poisten, Kent, Pertti Lampila, Finland, Ian Slee, Oxon, Louise Fursman, Bath.

## Deathwake

Hannu Ruohonen, Finland, Nigel Parsons, Cardiff, Jason Duffy, Wolsall, Nalin Solanki, Essex, Karalid Thomas, West Germany, Egil Sedolfsen, Norway, Jason Miles, Bristol, Christopher Smiles, Sunderland, Miss Valerie Bishal, Suffolk, Ravi Sharma, London, Lee Kedgson, Glos, R McClenaghan, Liverpool, Paul Breen, Cs Wexford, A J Brucs, Northolt, Gary Shaw, South Yorkshire, Kevin D'Keefe, Co Kerry, Hevin Garrett, Swindon, Jorgs Fillipe Silva, Portugal, Mohamad Zaman Cheni, Lincashires, Jorgen Jacobsen, Denmark, Philip Soysgh, Dubai, Richard Cockburn, Aberdeen, Brian Ceshmore, Nottingham, Paul Smith, West Midlands.

Have I won? Who's the winner? Try next time

Have I won? Who's the winner? Try next time

Another great new game from  
**Bubble Bus**

# EARTHQUAKE

*By Stephen Crow*

*Author of Wizard's Lair*

**SPECTRUM 48K  
COMMODORE & AMSTRAD**

*Stephen Crow*  
Programmer of the Year  
C+ VG Golden Joysticks



**bubble bus software**

87 High Street, Tonbridge, Kent TN9 1RX  
Telephone: 0732 355962 Telex: 95151

# C+VG COMPETITION

## SOUTHERN BELLE

**W**e're really chuffed to be able to bring BBC owners this competition. Chuff, chuff, in fact. Yes, if you've got a Beeb you could be one of the ten lucky winners in our Southern Belle competition. Keweenaw's original steam engine game has already got Spectrum and Amstrad owners all steamed up — and now the ultimate steam engine simulation is available to the Beeb.

To win a copy of this novel game all you have to do is answer our simple railway engine quiz below.

Look at the silhouettes of the engines and tell us what you think they are using our special C+VG train spotter's guide. Once you've worked it out rush your entries — by express post of course — to Computer and Video Games, Southern Belle Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is May 16th, normal C+VG rules apply and the



editor's decision is final.

**C+VG TRAIN SPOTTER'S GUIDE**  
Train One: Is this A) Fergie's Flyer. B) Stephenson's Rocket. C) Walker's Wonder?

Train Two: Would you find this type of train in A) Argentina. B) Spain. C) America?

Train Three: Is this streamlined supertrain called A) Penguin. B) Mallard. C) Rooster?

**C+VG KEWENAW SOUTHERN BELLE COMPETITION**

Name \_\_\_\_\_

Address \_\_\_\_\_

My answers are:  
1. \_\_\_\_\_  
2. \_\_\_\_\_  
3. \_\_\_\_\_

Remember this competition is open to BBC owners only.

# HARDBALL

**Strike One!** 50 copies of US Gold's incredible baseball simulation called *Hardball* are up for grabs in this special C+VG competition. **Strike Two!** All you have to do to win a copy of the C64 game that's had reviewers raving is answer the simple baseball quiz below.

**Strike Three!** Once you've answered the questions and filled in the competition coupon, send it post haste to Computer and Video Games, Hardball Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date for the competition is May 16th, normal C+VG competition rules apply and the editor's decision is final.

Don't forget to tell us if you want a tape or disk version of the game — and yes, this competition is **ONLY** open to C64 owners. Sorry!

**Strike One.** What is the player who throws, or bowls, the ball in a baseball game called?

**Strike Two:** What is the famous cartoon strip which features Charlie Brown, the antakiest baseball team captain the world, called?

**Strike Three:** When a player hits the ball out of the park the result is A) an own goal B) a home run C) a lost ball

**C+VG/US GOLD HARDBALL COMPETITION**

Name \_\_\_\_\_

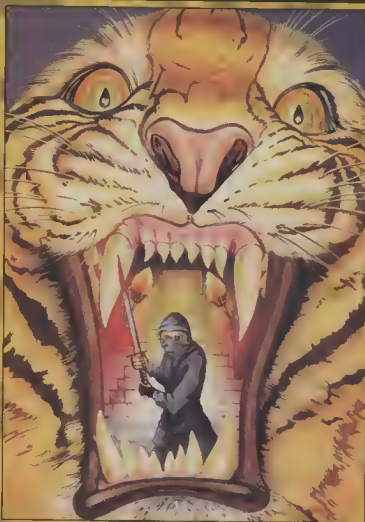
Address \_\_\_\_\_

If I win I'd like a tape ☐ disk ☐ copy (tick box)

My answers are:  
1. \_\_\_\_\_  
2. \_\_\_\_\_  
3. \_\_\_\_\_



# THE WAY OF THE TIGER



Enter the world of Avenger, a Ninja warrior of unparalleled skills and deadly powers, as he battles the forces of evil in defence of his faith and protection of the weak.

Be calm and stay silent as the outstanding animation and unrivalled combat routines take you to levels of action you'd never have thought possible.

Experience the stunning effects of triple scrolling action as you master the techniques of Hand to Hand combat, Pole Fighting and the skills of the Samurai sword.

And when you believe you've succeeded in overcoming all the odds, the next in this thrilling series of adventures will beckon you forward to a further challenge of death.

Cassette  
£9.95

SAK Spectr

Amstrad CBM 64

Disc  
£14.95

Gremlin Graphics software Limited, Alpha House, 10 Carver Street, Sheffield S1 4PS. Tel: 0742-752425



Screenshots from Spectrum 48k

## C+VG MAP

# DRAGON SKULLS THE MAP

Welcome to Arthur Pendragon's final and toughest challenge. Ace map maker and tipster Mark Clements from Kettering, Northants, joined Sir Arthur on the mysterious island of Dragonskulle to bring you this masterful map and topical tips. Read on and learn how to beat Ultimate's challenge...



First, get off the beach by standing on the star-fish on the left hand side (see map). Next, find the Spade icon using the map.

When there, use the orb and shoot it before the ants cover it. Now go back to the beach and dig up the magical cloak which is located at point 'X' between the star-fish and the tock. If nothing happens, move around a bit and have another dig. Use the cloak to pass through the "forcefield" rooms and then replenish it by letting the glowing acid drops hit you in rooms marked 'E'.

Pick up all extra lives you come across, you will need them. In the dragon rooms, shoot the dragon ten times to destroy it and pass. After the dragon,

you will be confronted with an abyss. Lots of practice is needed here!

To pass by the skull, you must shoot ten guardians (the natives who appear on the opposite side). Each time you come to a new abyss, you will have to shoot five more guardians than the last, so you will end up having to shoot the last one twenty times.

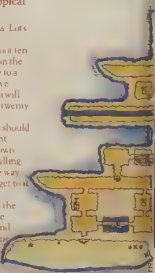
If you get past the last abyss, you should be alright to go the completion point.

In energy rooms, stand farther down screen so that if you are close to a falling droplet you can either get out of the way more quickly if it is black or red, or get to it quicker if it is glowing.

In dragon rooms, stand either on the first path up or the second up. In the corridors with the spinning skulls and stalagmites, when you hear the whine of a stalagmite falling, stop immediately and let it fall in front of you.



CD e



TOP SECRET

TOP SECRET



# ELITE PLAYERS GUIDE



Commander Jeffery here, with news for all Cobra Mk. III pilots. The following is classified information, for addicts only . . . . .

TOP SECRET

TOP SECRET

It's about eighteen months now, since *Elite* mania swept through the homes of BBC micro owners. This colossal game is still doing well in the charts, constantly hitting the top as it becomes available on more micros.

*Elite* owes something of its origin to the role-playing game called *Traveller*. As owner of your own ship, you must travel the spaceways, trading wisely in order to build funds, and thus buy better equipment for your pride and joy.

Beset by pirates, fearless aliens — and police if you've been trading illegally — you must battle your way through the spaceways, from one star-port to another, gaining in stature, until the final few find their place amongst the ELITE.

The game is a mixture of simulation — you fly through three-dimensional space and dock with orbiting space stations — arcade action and intellectual trading as you strive for higher profits.

This is all brought together in a fascinating adventure scenario, made life-like by the highly detailed *Space Traders Flight Training Manual*, the novelette *Dark Star*, based around the game, and your own imagination...

**Y**ou begin the game docked at the space station near the planet **Lave**, with a ship, three homing missiles, seven light years of fuel, and 100 credits to your name.

Buying a full held of food and textiles, the first port of call is **Za once**, an average industrial Corporate State, only 5.6 light years distant.

Here you must buy technological goods, such as computers, before leaving for the poor agricultural *Confederacy of Isinar*, a further 5.6 light years into the galactic cluster. Having sold your goods here you should have over 200 credits to buy furs, and transport them the short 2.8 light year hop to the rich industrial planet, **Quiliri** (buying computers) going far as long as possible, and you'll soon find your credit total rising.

Before buying energy bombs and powerful lasers, extra cargo space and fuel scoops should be considered. There'll be plenty of time for the big shoot 'em ups when you have a fully equipped ship. Until then, the extra cargo

space and free space cargo (picked up by the fuel scoops) will increase your credit total quicker.

### DOCKING

One of the major problems most novice pilots have is docking. This is a tricky procedure, but there is a safe method.

When approaching most planets, there will be quite a distance between the planet surface and the space station, as seen through your front view screen. Line up your sights exactly midway between the two, keeping the nearest point of the planet and the space station horizontal. Going at maximum speed, wait until the station shows on your radar at the base of the screen.

At this point, you should choose the left or right view, so that you'll be able to see the station as it passes, and stop your ship, when you can see the entrance bay.

Due to the method used, the entrance bay should be visible (as



the side which the station rotates around), because this is always on the planet side of the **Coriolis** space station.

Having stopped, choose the forward view, and rotate your craft until the station is directly above you.

You'll be able to tell this, because the "gold club" on your

radar should extend upwards from the centre. Now, pull upwards until the space station is within view and make final adjustments to place it in the middle of your sights.

Moving in, you should have no trouble matching your spin to that of the rotating hatchway. If in doubt, entering slowly will

• Screen shots from the BBC version of *Elite* covering key stages of the game from initial status report to congratulations message on completion of the mission.



• Okay, Commander C+VG, this is your status report at the start of the mission.



• This is the message you will receive at the start of your secret mission.



• Further information on your "seek and destroy" mission. It's best to sell your front lasers.



turning back towards the station. You should find yourself reasonably well lined up with the entrance, though fine tuning is often necessary.

### TECHNIQUES

A note on general playing techniques—don't forget to SAVE THE GAME at every opportunity! There's no need to actually save the game to tape, as long as you go through the motions, to update the internal position.

Once you get the hang of the game you'll find yourself rushing through the levels, from Harmless and Mostly Harmless, through Average, Competent, Dangerous, Deadly, and possibly even Elite.

To keep the adrenaline flowing, most versions of the game (with the exception of the BBC/ Electron tape implementations) have secret missions, where the true hero can show his worth.

### SPECIAL MISSIONS

The original BBC version has two missions. The first involves destroying a stolen ship, with powerful new defence screens. You need to be in one of the early galaxies to pick up this, but it's well worth the effort.

Although you won't get many credits or kill points for your trouble, the thrill of the chase more than compensates.

The second mission concerns transporting Tharglets (mini-thargoids), and you'll find a clue to this in the Thargon ship description at the end of your training manual.

The Commodore 64 version of the game has an added attraction of some friendly, furry, cuddly little creatures. Any *Star Trek* fan will immediately recognise these little breeders, and is unlikely to be surprised when

they start obscuring the view screen! A high dose of radiation is the only fool-proof method of disposing of these creatures. Now, how are you going to do that?

The Spectrum implementation has three missions. The first involves rescuing people from a supernova explosion, and the second will earn you a Cloaking Device. This neat little gadget (no doubt filched from the Klingons) uses plenty of energy, but will make you invincible, giving you a great advantage over other ships.

The third mission seems to involve those damnable Thargons again, who have taken control of a space station. Annoying little critters, aren't they?

The Amstrad version contains exactly the same secret missions as the Spectrum—not surprising really, since they were both written by the same company.

Unknown even to Firebird, there is a rumour circulating that Galaxy Seven (yes, you'll need plenty of Intergalactic drives) has an enormous Dredger ship.

There is one of the ships mentioned in the Flight Training Manual, and it takes a lot of firepower to eventually destroy the thing. Why would anybody want to do that?

By the way, any Amstrad owners who are having trouble with their game occasionally locking up should get in touch with Firebird. They know about the problem, and have corrected it on later versions. If you have a bugged copy, then send your cassette ONLY to: Firebird Software Ltd., Wellington House, Upper St. Martin's Lane, London WC2H 9DL, and Firebird will replace it, along

with a £2 voucher for another Firebird product.

### BEATING THE SYSTEM

On the BBC version, kill points are awarded whenever anything is destroyed. Consequently, just sitting outside a space station blowing up police Vipers can be very profitable. On later versions, points were awarded in relation to the kill difficulty.

In this system, blasting Thargoids becomes extremely advantageous. Now, the manual (and story) mention that Thargoids can ambush you in Witch Space (hyperspace). If you want to enjoy pitched battles with these aliens, there are guaranteed methods of entering Witch-Space.

On the BBC and Commodore versions, freeze the game, press 'X', then continue the game. Subsequently, during the hyperspace countdown, hold down the 'CTRL' key, and be ready for the Thargoids.

If you have a Spectrum or Amstrad, freeze the game, then press 'F', and continue the game. This is sufficient to ensure entry to Witch-Space on hyperspace jumps.

Remember, when doing this, to only make short jumps, otherwise you could find yourself with fuel difficulties. You still use all your predicted fuel, even though you don't reach your destination. Oh, and don't forget to pick up all those valuable Tharglets, which are deactivated when the Mother Ships are destroyed.

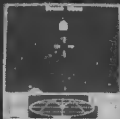
There are plenty of other ways to "beat the system". On the BBC version, if you'd like to dispense with all the initial funding formalities, but still want to play the game, then just follow the procedure above, until you have

rarely finish you off, but could well damage your shields.

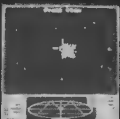
In some situations, you'll find yourself on a heading where the above approach doesn't work. In this case, aim directly for the space station, then just before hitting it, turn towards the planet. Keep up the speed for a few seconds before stopping and



• Data on Orarra. This is the Lowdown on the planet where you will find the thief.



• Dogfight with the missing ship Constricator. The best way to destroy the craft is to follow.



• Boom. The final demise of the Constricator. The ship has been destroyed.



• Congratulations, Commander C+VG, your mission has been completed.



400, or more, credits.

Now go to the Equip Ship screen, and buy some Pulse Lasers, specifying 'O' for forward view. A message will appear informing you "Lasers present", and you will be returned to the Status screen, over 200 credits richer.

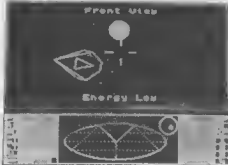
Keep this up until you can afford to fully equip your ship, then save the game — and GO GET EM!

If you want to mess out on all the fun, then having Watford's ROM Manager chip installed when the game is loaded will start you at Elite status.

It's possible to start as Elite on the Spectrum version, too, assuming you make it through the Lenalock protection! When

the game has loaded, go immediately to the load/save game screen, by answering 'Y' to the "Load Commander" message.

Save the game, then exit, and you'll be Elite, with a vast credit rating, and all the trimmings, including most equipment, horrendous quantities of cargo, and a Fugitive Legal Status. Just carry on playing from here.



Trying to buy more cargo at this stage, rather than selling what you've got will throw you into the Supernova mission immediately.

### THE DIFFERENCE

If you're in the fortunate position of being able to play more than one version of Elite, then you may like to know what differences you're likely to find.

The Commodore 64 version is highly recommended. Though the graphics aren't quite up to the BBC version, there are the added attractions of some colour, the *Blue Danube* waltz plays on the Docking Computers and, of course, those furry breeders.

Next in line comes the original BBC version which still has the smoothest graphics, and best screen layout.

For instance, it's still the only one which allows you to watch your radar whilst looking at text screens. Doing this greatly speeds up the play of the game

when you can no longer use the Jump Drive and you're just waiting for the Space Station to appear.

The Spectrum and Amstrad versions, although fairly accurate conversions, suffer from looking too much like games, rather than the original space flight simulator.

Of these, the Amstrad comes out best, with colour screens, graphically filled planets, and so on.

Finally, the Spectrum implementation is still a great game, but doesn't have the true "feel" of the others. It does, however, have the advantage of having far more ways to cheat than in all the other versions put together!

then you can be certain they ARE pirates.

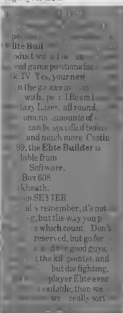
Fighting Pirate craft isn't that difficult — but they do tend to gang up on you. So remember to prepare an escape route and try and blast the pirate craft at a distance. If they are all hunched up there's the possibility that you can get two or more with one shot.

Why not sit outside a space station — fire at it and take on some Vipers!

Ignore Thargons, go for the motherships and collect Thargons with your fuel scoops for Alien Items. Every last little one of them.

### CONCLUSION

This is by no means everything you need to know about Elite. If you've got anything to add to our player's guide why not write to IDEAS CENTRAL with your hints and tips. Melissa is waiting eagerly for them!



### ZAPPING

Whatever you do, don't mistake a Viper ship for an asteroid. The consequences could be disastrous — and you do want to reach Elite status — don't you? So the first rule of space combat is — make sure you know what you're blasting at.

You can tell what's coming your way to a certain extent by effective use of your on-screen scanner. Certain craft/objects appear at certain points on your scanner. For example, Pirate craft will more than likely appear top left on your scanner. If there be more than four blips on screen



- the minimum on
- C with this
- Pearce, of Tamwo
- will give you
- All equipment
- Extra powerful lasers
- pulse lasers, but try them
- 253 ton cargo bay
- 255 missiles
- Naval energy unit
- 255 of every cargo
- 25 light 3 cars of fuel
- 200 million credits
- ELITE rating
- When you type in and run
- gram it will save a
- mmander file called C+VQ
- and Elite and answer Y to
- the New Commander?



## RAMBO— CBM64

Alan Maudlin of Peterborough tells us how to complete *Rambo*

First of all collect the machine gun which is found at the Temple (although not essential, it will give you 3,000 points) and make your way to the P.O.W. camp

Make your way to the top left where you will find Banks tied to a cross, use the knife to cut him free. Using exploding arrows progress north through the jungle until you come across a stone or rock and then travel north-east and you will find the helicopter

Once in the helicopter, waste no time at all as your energy decreases rapidly.

Fly south and slightly to the east until you see the helicopter. Using the knife move down to the bottom left of the P.O.W. camp where you will find a bamboo cage. Make contact with the bottom of the cage still using the knife. This will release the prisoners.

Use the rocket launcher, which you should have

picked up in the helicopter to make your way back to the chopper. Fly north until you reach the forest/jungle

Here you must send the enemy helicopter spinning off. Once you have taken care of this, fly north again until you reach the village where you will have to dispose of the enemy

Fly slightly to the right and then north once more and you should find the helicopter, make contact with it and that's it. All you have to do now is repeat the whole process

A few general hints. Use silent weapons whenever possible. Make explosive weapons will attract attention.

Staying outside the camp and going in at the top left hand

## I.D.E.A.S. CENTRAL

(NERVE CENTRE OF IDEAS CORP)

Welcome to IDEAS CENTRAL. My name is Mollisa Ravenflame, I.C. co-ordinator, IDEAS CENTRAL is where you'll find the Bug Hunters' HQ and the man who keeps those rogue robots in order — Jackson T. Keiliber. Jackson makes sure OTISS, Rig Red, X and B-Can get out there to find the hints, tips and pokes you all so desperately need for a happy existence. Don't tell them — but I can't rely on them to make a good job of it.

So the IDEAS CORPORATION and yours truly, Mollisa R., need YOUR help. Remember, the IDEAS CORP will pay a large amount of credits to anyone assisting our enquiries. So, send your hints and cheats to Mollisa Ravenflame, IDEAS CENTRAL, Computer + Video Games, Priory Court 30-32 Farringdon Lane, London EC1R 3AU.

corner is easier because you are almost next to Banks and you can get out quicker. If you have an auto-fire option on your joystick use it when confronted by the enemy helicopter. Keep moving at all times

## HELP WANTED

Neil Playfoot of Hull needs some help with *Minder*. He wants to know how to get Terry to mind him and how to stop being punched all the time!

## QUICKIES

Now, we have the answer to Richard Mill's plea for help with getting out of the sewers in *Monty of the Run*

Simon James of Sutton Coldfield has sent in this answer — collect all the money on the first part and go left. Press the down key until Monty hangs underneath the pipe

Now you can cross the screen without being harmed. Go left a just before the first vertical pipe, drop down and collect the coin and jump off the right of the screen. Climb back up the pipe, go left, hanging under the pipe you should be able to reach the coin. Go down the second vertical pipe and collect the bun, go up and left

Go up so that Monty is on top of the pipe and he will be safe from the other male. Collect the battle and go right. Climb up one of the pipes and collect the coin. Go down the pipe till hanging below. Walk off the right of the screen. Climb up to the top of the pipe

Continued on page 58





# OFF THE HOOK



## CHARITY COMPILATION TAPE

ALL PROCEEDS GO TO THE  
PRINCE'S TRUST

LIGHTNING DISTRIBUTION LTD  
841 HARROW ROAD  
LONDON NW10

## AAA SPECTRUM

PITFALL II  
PSYTRON  
FALL GUY  
AD ASTRA  
SAM STOAT SAFEBREAKER  
SPLAT  
MUGSY  
KONG STRIKES BACK  
CHEQUERED FLAG  
BLUE MAX  
ACTIVISION  
BEYOND  
ELITE  
GARGOYLE  
GREMLIN GRAPHICS  
INCENTIVE  
MELBOURNE HOUSE  
OCEAN  
PSION  
U.S. GOLD

## MMODOR

PITFALL II  
SPACE PILOT 2  
PSYTRON  
FALL GUY  
DEMONS OF TOPAZ  
SHEEP IN SPACE  
KONG STRIKES BACK  
BLACK THUNDER  
DEATH STAR INTERCEPTOR  
TALLADEGA  
ACTIVISION  
ANIRAG  
BEYOND  
ELITE  
FIREBIRD  
LLAMASOFT  
OCEAN  
QUICKSILVA  
SYSTEM 3  
U.S. GOLD

Continued from page 56  
and walk right as for as possible without falling. Now jump right twice and you should be on top of the pipes. Go up. Walk left along the bottom pipe collecting a coin.

Walk to where the purple monster is and when he goes up jump to the pipe. Climb about three quarters of the way up and when the monster passes jump across. Drop to the bottom pipe and hang below. Go left.

Walk left to the vertical pipe climb up to the platform and get the coin, follow the pipe to the cake then walk half way between the two platforms and when the boat goes past, drop to the bottom. Go down.

Go down to the pipe and go right, then drop to get the next coin. Go left and wait on the third step from the top and when the ball goes up jump left. Walk into the teleporter when it is only colour except CYAN, and you will be teleported.

Make your way to the ladder at the bottom and go down and then right. Go down to the bottom pipe and go left.

When you reach the teleporter wait until it is CYAN, go through, go left and you will be in The Ultimate Experience — you will need to jet-pace.

Remember Richard, you MUST have all of these objects — Passport, Bottle of Rum, Gasmask, Jetpack and the Rope as your freedom kit.

To follow on where **Bradford Barker** left off in **Barry McGulgan's Boxing, Gary Blackledge of East Sussex** has sent in the solution for the next live opponents.

**Bashin' Bill Snow:** Bashin' Bill has a lot of endurance. You must keep hitting him with crosses and body shots.

Once his endurance is lowered he is a walk-over.

**Dan Da Man Urgins:** This guy is a good boxer but the only way to beat him is to be patient. Put as much training time on roadwork to give you high endurance.

When he starts hitting you, wait until he is in range and then give him a cross.

**Were-wolf Brown:** This boxer is pretty weak, so to get his endurance down even more, give him lots of body shots and crosses. Once his strength is around 25 he won't fight back much and from then on a cross will really tire him out.

**Buildozer Cannon:** Old Billy Cannon doesn't tire himself out so you should always hit whenever possible. Once his endurance is low and you hit him with a hard punch he won't

bother getting up again.

**Shamrock O'Leary:** to gain an advantage over Shamrock you must do a lot of roadwork. At the start of the fight if you have got it right you should be about 25 endurance above him. From here on hit him every time you can — don't worry if he is hitting you.

Finally, how to save Wilma in **Three Weeks in Paradise**.

Take milk and handbag to room with crocodile and use milk on room next to crocodile.

Get hole and use it on wall in the wall room. Take goldfish bowl into this room and get skeleton key. Use the key to open locker in the sea.

Get the spinach and drop it somewhere safe. With the stuffing go to the room with the oversized chicken (well, that's what it looks like to me!) and get the egg. With the egg and the spinach, pull the chain on geyser screen and go to the lift. Swap the egg for the bow and arrows in the room above the geyser.

Go and shoot Wilma's guard. Go down the well and get the bottle. With the bottle and corkscrew go to the coconut and use them on it.

Take the bottle of oil and the axe to the room with a car and use them on the front wheel. Take the sharp axe and cut Wilma down. You must now go and jump off the sea-side pier.

## PARADROID — The Henry Breakdown

Once again our tipster **Kenneth Henry** has sent in some tips for a popular game. As soon as the game starts, start transferring. Get a 249, 296, 329, 476, 516, 596, 629, 742, and a 821. When you get a 476 then you can start doing weaker droids — very satisfying.

Do not go charging around the place. Ramming droids isn't worth it, unless you have a well armoured droid in control. When you destroy a droid, don't run through the explosions or you will lose power. And if you run behind a door to escape laser balls, make sure you are nowhere near the door when the laser ball explodes or if you will lose power again.

If you are losing a gun battle, and low on power, then head for a lift, another corridor or energiser. You could try and take over your attacker, but on a single file corridor, you are likely to get gunned down before you get anywhere near your host

You can counter laser blasts with your own, but this causes an explosion and that will slow you up if you are in the above situation. But it is very useful creating explosions like that as they can destroy several robots at once if they are overlapping.

On the weapons front — the 001 Influence Devices losers will not harm classes seven and upwards and droids with disruptors (711 and 742) cannot harm each other right away, it only takes two twin laser blasts to destroy them.

Does anyone know if you can destroy the 999 command cyborg with the 821's twin lasers?

**The Transfer Game:** When you see a line with an auto-pulser on it, light it up, for it will have power running through it up until the end of the boat. If there is the case of two auto-pulsers lighting for their colour, then the result is decided at random at the end of that boat.

If you see an auto pulser on the other wire then do not use an ordinary pulser against it.

Try to get the side where there are some clocks on the circuit that can't be got at from the other side.

Terminators are wires which don't actually reach the circuit at all, so they might be accessible from the other side.

A jumper joined onto a splitter means that it would take two pulses to activate instead of one, but a splitter with an wire on an other splitter is very good, and means you get three blocks of colour for one pulse.

## AMSTRAD

This time we have **Who Dares Wins II** for the Amstrad from **Richard Alpin** at Bristol.

Rewind the tape and RUN the routine (you can save it on a blank tape to save you typing it in every time) then start the game tape. It will probably make a bit of a mess on the screen but should load OK. You can omit lines 30-70 but you won't get any sound effects.

10 REM MISS OUT LINES 30-70 IF YOU DON'T WANT SOUND EFFECTS

20 MODE 1  
30 ENV1, 1, 12, 1, 1, 0, 5, 12, -1,  
2 ENV2, 1, 1, 1, 1, 0, 15, 13, -1, 5  
40 ENV3, 1, 13, 1, 12, -1, 3 ENT  
3, 5, 40, 1, 5, 20, 1, 10, 25, 1 ENV  
4, 11, 1, 5, 2, 0, 120, 11, -1, 14  
50 ENT -5, 14, -10, 1, 1, 120, 1:  
ENV5, 1, 15, 1, 15, -1, 12 ENV6,  
1, 12, 1, 12, -1, 9  
60 ENV7, 15, -1, 2 ENV8, 10, 1,  
1, 20, 0, 1, 10, -1, 2 ENT -8, 1, 1  
1 ENV9, 1, 15, 1, 15, -1, 4: ENT

9, 9, 5, 3, 1, -45, 3  
70 SOUND 129, 250, 0, 0, 5, 5  
80 FOR I=&100 TO &100 +  
195 READ a\$, POKE a\$, VAL "a\$"  
+ a\$) ck=ck+PEEK(a\$) NEXT  
90 IF CK <> 17148 THEN PRINT  
"ERROR!" END  
100 LOCATE 1, 10, CALL &C000  
110 DATA 21, 28, c1, 7a, 57, 28,  
6a, cd, 5a, bb, 23, 18, 16, 21, 40,  
00, 11, 30, 60, 3e, 63, cd, al, bc,  
2f, 6c, bf, 32, 19, 63, 32, 11, cd,  
bl, c1, 11, 45, 60, 43, 13, 00, ed,  
b0

120 DATA c3, 10, cd, 57, 68, 61,  
20, 44, 61, 72, 65, 73, 20, 57, 69,  
6a, 73, 20, 49, 49, 2c, 20, 43, 72,  
61, 63, 6b, 65, 64, 20, 4d, 43, 4d,  
4c, 58, 58, 58, 56, 49, 70, 42, 79,  
20, 47, 72, 65, 6c, 6c, 69, 6a, 2e,  
20, 57

130 DATA 68, 61, 20, 66, 61, 6a,  
63, 69, 65, 73, 20, 65, 65, 6c, 69,  
73, 73, 61, 20, 52, 52, 2e, 20, 74,  
68, 65, 6b, 3f, 3f, 0a, 0d, 0a, 57,  
68, 61, 74, 20, 36, 71, 75, 6c, 64,  
41, 20, 79, 61, 75, 20, 6c, 61, 74, 20,  
64, 61, 20

140 DATA 77, 69, 74, 68, 61, 75,  
74, 20, 48, 61, 63, 6b, 65, 72, 73,  
3f, 3f, 02, 43, 43, 4b, 45, 44, 20, 42,  
59, 20, 47, 52, 45, 4d, 4c, 49, 4e,  
20

Phew, let's hope this lot works

## ZORRO

**Graham Parsons and Martyn Unley** of Worsop have sent these tips in to help you play the game.

First of all collect the hanks from the well, go past the room of lifts and collect the lower pot. Push the ball on to the far left lift and get on it, then drop the pot onto the lift. Wait until the ball falls on to the far right lift. Go to the screen with the key and battle collect key to walk through the door above.

Collect the battle and give it to the man on the far right of the pub. Go to where the battle was first — there should be a marking iron — collect it.

Take it to where the bull is and drop it in the fire. Now jump up and down on the bellows. Before going to the top of the screen, brand the bull. When at the top of the screen you can drop down to where the bull was. Collect the horse shoe.

Go back to where the iron was and collect the trumpet. Drop the trumpet on the sea-saw, make sure you are standing to the left of the sea-saw. After the guard has helped you up, grab the bar.

Collect the boot and go to the room with the key and get the bell. Put the bell at the top of the church.



# YOU READ THE BOOK—NOW PLAY THE GAME!

# REBEL PLANET

Based on a concept by  
Steve Jackson & Ian Livingstone  
and story by Robin Waterfield



Available on Commodore 64,  
Amstrad and Spectrum 48K  
Disk \$14.95 Cassette \$9.95  
BBC Electron (Text Only)  
Cassette \$7.95

Available from your  
local Computer Store  
in May

As the might of the alien-Arcadian  
Empire tightens its hold on our  
galaxy, the leaders of the secret Earth  
organization, SAROS, gather their slender  
resources into one last daring and foolhardy  
mission to strike at the heart of the invaders'  
home planet.

YOU are their last hope. Equipped with a forbidden  
laser sword, your mission is to seek out the under-  
ground resistance and piece together the vital code you  
need to destroy the enemy. But time is running out and only  
YOU stand in the way of the Arcadians' complete domination  
of the galaxy.

U.S. Gold Limited, Unit 10, The Parks  
Menage Street, Birmingham B15 4LY.  
Telephone: 021-250 5861 Telex: 257  
74 60000 G. (International)  
Birmingham 021-250 5861



## MOST HOME COMPUTER REPAIRS

**£30**

**MOST FLOPPY DISK DRIVES**  
(excluding heads & motors)

**£36**

**MOST SMALL PRINTERS**  
(excluding print heads/motors)

# C40

**CONTACT US FOR  
CBM 3000/4000/8000/9000  
component repairs**

Price includes: UK collection  
delivery (mainland only),  
best spare parts (some exclusions)

For a limited period only, every retail customer will receive a free blank cassette. Purchasers of the last fifty computers will receive a free gift suitable for use with the micro purchased (e.g. joystick or cassette recorder). Games, business and programming software is available at discounted prices. Ask for a quote. Callers are very welcome, but

**01-398 8055 Telephone NOW for more information 01-398 8055**

## MICRO EQUIPMENT SALES

COMMODORE.....all models

ACORN ..... BBC 11.15a

**AMSTRAD, ..... all models**

**We will discount the  
above computers  
according to  
availability**

**PHONE  
NOW FOR OUR  
PRICES**

## OTHER HARDWARE

<b>SAMLECO (similar RX80) printers</b>	
<b>DX85 parallel</b>	<b>E267.00</b>
<b>serial</b>	<b>E233.00</b>
<b>Commodore</b>	<b>E245.00</b>

<b>DK Tronics interfaces etc.</b>	
Single port/s i/f .....	<b>£5.95</b>
Dual port/s i/f .....	<b>£9.95</b>
Keyboard .....	<b>£25.00</b>
Quickshot II std/s .....	<b>£6.95</b>
Quickshot for C16/C4+ .....	<b>£8.95</b>

**JJB SOFTWARE  
SERVICE**

ATARI	Disk	Cass	CBM 44	Disk	Cass
The Endless	11:00		The Endless	1:30	
Soy Ve Soy	11:00	7:30	Rockin' on the Boulevard	1:30	
Psy Se Psy	11:00	7:30	Kanana Hit	1:30	
Passion On Fractal	11:00	7:30	Who's Your Winner?	1:30	
Mercenary	9:50	7:30	Superman	1:30	
Ball Breaker	11:00	7:30	Edin	13:20	11:00
Great American Road Race	11:00	7:30	Student And Their Palace		
Seven Cities of Gold	11:00	7:30	Yabba Dabba Do		7:30
Chase	11:00	7:30	Comix		7:30
Side Streets Snooker	9:50	7:30	The Secret A Million		13:30
Raid Moon	11:00	7:30	Quake Man 1		1:30
Mercer On The Zinderneuf	11:00	6:00	Rambo		1:30
Chimera		7:30	Hard 2 Wrestle		7:30
Satan's House 4	11:00	7:30	Hard Shell		1:30
Strategy Approach	14:30	11:30	The Rising Ending Story		7:30
Zax X		7:30	Mercenary		8:50
Tape	11:00	7:30	Summer Greenbelt		11:00
Exoticism	11:00	6:00	Zappa		7:30
Boulderblast II	11:00	7:30	Winter Games		7:30
Fighter Pilot	8:15		Kung Fu Master		1:30
Spot The Ball		7:30	Superman		9:50
The Goonies	11:00	7:30	The Arc Of Victory		7:30
Up 'n' Down		7:30	Boomer		8:50
King Of The Hill	9:50	7:30	Indiana Jones		7:30
Tiger In The Snow		7:30	Dragon Battle		7:30

#### ABSTRACT

Life	11:00	14:00	Movie	8:10
Let's Dig This Thing		13:00	Slacker	9:20
Lords Of Midnight		1:30	Eve	11:00
Quincy Super Star		7:30	Whitey Games	1:30
Gun Dunch	9:50	10:00	Scholar	8:50
Spy Vs Spy		1:30	Swords And Sorcery	1:30
Rambo		6:50	New Ending Story	1:30
Meanies World		11:10	Trial Master	8:10
Expanding Fire		1:30	Turbo Blast	9:50
Spanday		1:30	Stylus	1:30
Alien 8		10:50	Gun City	1:30
Frank Brunes Boiling		10:50	Evangel Force	1:30
			130	
<b>M S X</b>			West Bank	8:30
Yie Ar Kung Fin 2	12:30		Tornheart	9:20
Spies Vs Spy			Spies Vs Spy	9:30
Boeing	12:30		Fighting Warrior	7:50
Rocky	12:30		Twister	7:50
Alain 8	1:50		Impossible Mission	8:20
Boniderdash	9:50		N O M A D	8:50
Sorcery	1:00		Warrior	9:00
Knight Lore	1:00		Commander	9:00

Please state name, address, title and return clearly with order.  
Postage included UK. Overseas add £1 per order

Send £££ for software list. Cheques/POs payable to  
**JJB SOFTWARE SERVICE**  
14 Laine Crescent, Darlington, Co. Durham, DL1 5TF  
Tel: (0325) 298162

## CUT PRICE SOFTWARE

A&R		COMMODORE		ANASTAS	
SPECTRUM	REP PRICE	SPECTRUM	REP PRICE	SPECTRUM	REP PRICE
1	1.15	1	1.15	1	1.15
2	1.15	2	1.15	2	1.15
3	1.15	3	1.15	3	1.15
4	1.15	4	1.15	4	1.15
5	1.15	5	1.15	5	1.15
6	1.15	6	1.15	6	1.15
7	1.15	7	1.15	7	1.15
8	1.15	8	1.15	8	1.15
9	1.15	9	1.15	9	1.15
10	1.15	10	1.15	10	1.15
11	1.15	11	1.15	11	1.15
12	1.15	12	1.15	12	1.15
13	1.15	13	1.15	13	1.15
14	1.15	14	1.15	14	1.15
15	1.15	15	1.15	15	1.15
16	1.15	16	1.15	16	1.15
17	1.15	17	1.15	17	1.15
18	1.15	18	1.15	18	1.15
19	1.15	19	1.15	19	1.15
20	1.15	20	1.15	20	1.15
21	1.15	21	1.15	21	1.15
22	1.15	22	1.15	22	1.15
23	1.15	23	1.15	23	1.15
24	1.15	24	1.15	24	1.15
25	1.15	25	1.15	25	1.15
26	1.15	26	1.15	26	1.15
27	1.15	27	1.15	27	1.15
28	1.15	28	1.15	28	1.15
29	1.15	29	1.15	29	1.15
30	1.15	30	1.15	30	1.15
31	1.15	31	1.15	31	1.15
32	1.15	32	1.15	32	1.15
33	1.15	33	1.15	33	1.15
34	1.15	34	1.15	34	1.15
35	1.15	35	1.15	35	1.15
36	1.15	36	1.15	36	1.15
37	1.15	37	1.15	37	1.15
38	1.15	38	1.15	38	1.15
39	1.15	39	1.15	39	1.15
40	1.15	40	1.15	40	1.15
41	1.15	41	1.15	41	1.15
42	1.15	42	1.15	42	1.15
43	1.15	43	1.15	43	1.15
44	1.15	44	1.15	44	1.15
45	1.15	45	1.15	45	1.15
46	1.15	46	1.15	46	1.15
47	1.15	47	1.15	47	1.15
48	1.15	48	1.15	48	1.15
49	1.15	49	1.15	49	1.15
50	1.15	50	1.15	50	1.15
51	1.15	51	1.15	51	1.15
52	1.15	52	1.15	52	1.15
53	1.15	53	1.15	53	1.15
54	1.15	54	1.15	54	1.15
55	1.15	55	1.15	55	1.15
56	1.15	56	1.15	56	1.15
57	1.15	57	1.15	57	1.15
58	1.15	58	1.15	58	1.15
59	1.15	59	1.15	59	1.15
60	1.15	60	1.15	60	1.15
61	1.15	61	1.15	61	1.15
62	1.15	62	1.15	62	1.15
63	1.15	63	1.15	63	1.15
64	1.15	64	1.15	64	1.15
65	1.15	65	1.15	65	1.15
66	1.15	66	1.15	66	1.15
67	1.15	67	1.15	67	1.15
68	1.15	68	1.15	68	1.15
69	1.15	69	1.15	69	1.15
70	1.15	70	1.15	70	1.15
71	1.15	71	1.15	71	1.15
72	1.15	72	1.15	72	1.15
73	1.15	73	1.15	73	1.15
74	1.15	74	1.15	74	1.15
75	1.15	75	1.15	75	1.15
76	1.15	76	1.15	76	1.15
77	1.15	77	1.15	77	1.15
78	1.15	78	1.15	78	1.15
79	1.15	79	1.15	79	1.15
80	1.15	80	1.15	80	1.15
81	1.15	81	1.15	81	1.15
82	1.15	82	1.15	82	1.15
83	1.15	83	1.15	83	1.15
84	1.15	84	1.15	84	1.15
85	1.15	85	1.15	85	1.15
86	1.15	86	1.15	86	1.15
87	1.15	87	1.15	87	1.15
88	1.15	88	1.15	88	1.15
89	1.15	89	1.15	89	1.15
90	1.15	90	1.15	90	1.15
91	1.15	91	1.15	91	1.15
92	1.15	92	1.15	92	1.15
93	1.15	93	1.15	93	1.15
94	1.15	94	1.15	94	1.15
95	1.15	95	1.15	95	1.15
96	1.15	96	1.15	96	1.15
97	1.15	97	1.15	97	1.15
98	1.15	98	1.15	98	1.15
99	1.15	99	1.15	99	1.15
100	1.15	100	1.15	100	1.15

*Revised and enlarged edition* 132 pp. 10. This is just a small collection from my stock: please check the covers details. *Black and white, softcover, with*

P&F included. Overseas orders add 7.50 per page. Make cheque payable to:

**CUT PRICE SOFTWARE, 4 Blackbury Hatch, Harlow, Essex CM19 4ET**  
Tel: (0278) 24433 (24 hr answering)

**Atari 400/600/800/XL 130XE Atari S20ST  
Commodore 64/Vic20/C16/Plus 4  
Spectrum/BBC/Amstrad**

Hardware	Software	Peripherals
Mediatech 5¼ Discs (SS/DD)		11.95
Mediatech 5¼ Discs (DS/SS)		12.95
LOCKABLE 100 DISC BOXES		9.95

PHONE OR WRITE FOR PRICES

**LIVINGSTON COMPUTER CENTRE**  
17 THE MALL, CRAIGSHILL  
LIVINGSTON. (0506) 36978

FREE POSTAGE AND PACKING ON ORDERS OVER \$20

**Callers Welcome**

# FLEET STREET - E

A program recently released has caused considerable interest in the publishing world. Some say that it will change the face of the business: making it possible for almost anyone to produce their own magazine.

This may be a rare sight in years to come, and certainly if Mirrosoft have anything to do with it. For \$39.95 you can start a whole publishing empire from the comfort of your own home... The program is divided into six sections, each representing a separate part of the publishing process - the "Graphics Library" allows the user to select some suitable pictures for inclusion in his publication. The "Editor" is where the design is handled. The "Copydesk" - maybe the most important part of all - is where the text is typed. The "Page Make-Up" contains the panels of text and graphics into an A4 size page. "Preview and Print" stand for themselves and "Administration" is used to adapt the program performance to suit unconventional printers etc.



## The Graphics Library

This very important to give your publication the correct feel. Graphics play a vital role here. On the disc supplied, Mirrosoft have compiled a bank of around 430 different picture items. They are stored on 42 pages and by using a cut-and-paste method, the user can incorporate the necessary graphics for his current project.

This section works by "remembering" two screens at once: the first is one of the 42 library pages and the second is like a blank piece of paper, onto which the user pastes the various pieces of artwork which will be used on his page. At this stage, it is possible to overlay graphics, producing some quite amazing effects. This part of the program is the easiest to get used to. After moving the cursor over another (smaller) film icon, a message displaying the current page of graphics appears at the bottom of the screen. Pressing the left arrow key will decrease the number and the right one will increase it.

From the page displayed, the user chooses which individual item he wishes to transfer onto his initially blank screen. Now, initially de-selecting the select graphic icon, the user moves to the cut-and-paste mode



## CONTROLS

by pressing RETURN whilst the cursor rests over a picture of a pair of scissors. A little box will now appear. After moving it to the top-left hand corner of the imaginary square bordering the desired illustration, the corner can be fixed in place. Now the box can be stretched to encompass the whole diagram. After this, the screen will clear, leaving only the box. After fixing it in a convenient position, the process is repeated for other pictures. After this stage comes...



## The Studio

This area houses a large number of very powerful graphics routines. In this section, the graphics which have been selected from the library can be altered to suit the exact purpose for which they're intended. This area is where the design talents of the user can be exploited to the full. After a little time, it's easy to become quite proficient with the different aspects of the system. One of the most commonly used, and most useful is the Enlarge and Copy mode. Use of this function is very similar to choosing a graphic from the library using the little-black-box. After framing the part of the screen the user wants to move, he then drags the box across the screen to where he wants to put it and hits

# EDITOR-

## A REVOLUTION?

RETURN. The image will now be copied (in a rather attractive left-to-right fashion) into the new position. As the name suggests, this function also allows the image to be enlarged, though some loss of resolution is incurred.

Many other features are included. A vital icon is the 'sad-face', which allows errors to be 'undone' rather than having to edit them away. If, for example, the cursor is left on a delete by mistake, it's easy to erase some vital graphics. By moving to this icon, though, he can tell the program to undo all of the commands which were carried out using the last sub-routine. After wiping three items, the last one accidentally, the sad-face icon will replace all three.

Also included in The Studio is a set of fill routines. These make bordering pictures a lot easier. The user can also incorporate in his graphics library will do. There are a number of drawing commands, allowing reasonable emulation of pencil and paintbrush. The final major section of the program is, of course...

### THE COPYDESK

Any publication is only as good as the content, but you can make up for the fact that your prose may not be infallible, by making it look as interesting as possible. Quite a number of text styles are available.

When you are making headlines, there are six fonts to choose from. Whilst typing the 'body' text there are four options.

After loading the Copydesk program by selecting the fountain-pen icon from the main menu, there is a short delay whilst the program sets ready. Shortly a window will appear in the top right corner of the page showing two headline and two 'body' fonts. There is also the word 'Yes' in this box. This indicates whether the word-processor is acting in 'insert' or 'overwrite' mode. Insert will move everything out of the way so you can type words in the middle of text, and overwrite will - obviously - allow you to type over the top of text. Switching between these modes is achieved by a single key-press. In fact, there is a rather impressive battery of commands available from within the Copydesk program. You can justify or centre text, load files from other word-processors, type text over graphics, and switch between

double-height and regular character sets.

After choosing the appropriate character set (Gothic for a historical item, or 3D for a technology spot, or a time to load the graphics from the studio. Once you've done this, the cursor will appear in a suitable position and you can start typing. There's no need to worry about over-writing graphics.

### The Verdict

There is really no point at all in even considering this program unless you are willing to put a reasonable amount of time into it. There were times during the construction of this article when Microsoft's methods seemed incredibly long-winded. Upon reflection, though, there really aren't many faults at all.

The manual and discs contain a section called 'The Guided Tour' which is intended to show the user the rudiments of using the system. Unfortunately, I felt as if I was being told about quantum physics at 2am by someone who had learnt it from a text book the previous evening! Microsoft include some hints on publishing and duplicating the user's product.

As with any utility, it's best to try to start off with something very simple. A good writer always knows his limitations...

Fleet Street Editor is certainly a very ambitious project, and I doubt that anyone could have made a better attempt. It's hardly cheap, but if you already have a printer and discs, it won't be beyond your pocket!

### WIN ONE!

After that report, you are probably wondering quite how to persuade Maud Huntly Maud to give you the next three years pocket money in advance!

Well, fear not! Thanks to those awfully nice Microsoft people, we've got a GIVEAWAY! All you have to do is produce your own mini-magazine, and send it to us. The best ones win a fully-packaged copy of the Editor. Grab a pencil & get going!

# DEAR BUG HUNTERS

Got a problem? Feel the need of a bit of help and assistance? Then why not write to the Bug Hunters at Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

the IDEAS cable channel. "Hey!" said OTISS suddenly. "Has anyone sorted out those Atari listings?"

"Yeah, course. Did that ages and ages ago," B-Con said darkly. "Stop trying to find us things to do! It's not often we get a spot of free time. Let's enjoy it!"

"Yeah! Shut-up OTISS," grunted Big Red. "Just sort out the mailing list for all those corrections people have been asking for."

"Look. Who's in charge here anyway! Stop telling me what to do, X, sort out the letters will you."

"I'm meditating at the moment OTISS," said X calmly. "Anyway the letters were sent out yesterday. Why don't you get yours off a synthcaff and cool off."

OTISS grumpily trundled over towards my hiding place. He pressed a button and something hot wet and sticky trickled down my neck. I yelled. That was my second big mistake. The first was trying the old drinks machine trick twice.

Still I should be out of traction some time in the next couple of months. Big Red won't be able to remove the machine from his fold without major surgery. I suppose I'll have some consolation.

## CAR RACE + HIDE AND SEEK/ ATARI

For those of you still having trouble with these corrupted listings don't forget we have some correction sheets

available. Just send an SAE to Computer and Video Games, Aten Corrections, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Don't forget to fill us which listing you want.

## WIZARD OF TALLYRON/ SPECTRUM

For those of you who missed last issue's special Spectrum tape offer don't forget you can still send off for a copy of this fun D&D style adventure game produced by Mika Turner of *Star Dreams*. All you have to do is send £2.50, which includes post and packing, to C+VG, Tallyron Offer, *Star Dreams*, 17 Barn Close, Sleaford, Sussex. It's an offer you can't refuse.

## LISTINGS

If you're one of those people who have sent in a listing to C+VG, received a postcard from us — and then NOTHING. Don't despair. We get at least 50 games tapes in each week and we simply can't get around to telling each and every one of you exactly what we're doing with your game. If you want the tape back please remember to include an SAE. Otherwise we're afraid we won't be able to return them. Also include as many details about your program as possible. It helps our reviewers do their job more effectively.

## TREACHERY AMSTRAD— BOOK OF GAMES

A couple of bugs managed to slip into this

listing. The first is where the end of a line has been cut out of the listing as it was placed into the magazine. This is line 1710, which seems to end after only one set of inverted commas. There should be 25 space characters following this, then another pair of inverted commas, to complete the string.

## RECONNAISSANCE QL—BOOK OF GAMES

The only problem we know of with this program is that there is a bracket mismatch in line 2100. Unfortunately, this is one of the programs which OTISS has hidden. We'll let you know what the line should read as soon as we can. If you want to give us a ring, we'll be able to tell you sooner.

## TWENTY-ONE CARD TRICK SPECTRUM— FEBRUARY

There are NO errors in this program, but some people have been having problems. The most common difficulty is a subscript error in line 230, 240 or 250. This is probably because you've mistyped the original strings in lines 30, 40 and 50.

Make sure that you type in the final space before the inverted commas.

"Look, if you don't get it right this month then I'll be seriously considering teaching you to fly. Out of the IDEAS penitentiary. Without any artificial aids!"

I think the Editor was upset. Still we'd given the *Bug Hunters* a break last issue by only printing one listing. Surely nothing could go wrong with that?

And what do you know. So far nothing has. Amazing! But then *The Wizard of Tallyron* was a very long program. Maybe no-one has finished programming it yet. Maybe they've all sent off for the tape. Enough of these irrational fears. It could be that C+VG has achieved the impossible — a perfect listing!

And things were strangely quiet when I looked up my usual hiding place in the *Bug Hunters* recreation room — inside the now repaired drinks machine.

OTISS was tinkering with some strange device, X was looking mean and moody in the corner, Big Red was being Big Red and chuckling quietly to himself while B-Con watched a re-run of the *Blues Brothers* on





DRIVE AMERICANA  
FOR HERE

MPG

MICROPOWER · PER · GAME

*Americana Software, all American action at a superb  
value for money price of only*

£2.99

COMING SOON

SLAMBALL

COMMODORE 64/128

NEW YORK CITY

COMMODORE 64/128 · ATARI

BREAKDANCE

COMMODORE 64/128

SHAMUS

COMMODORE 64/128 · ATARI

SCOOTER

COMMODORE 64/128 · ATARI

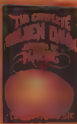
OLLIES FOLLIES

COMMODORE 64/128 · ATARI

LICENSED TO THRILL  
AMERICANA  
SOFTWARE

# C+VG COMPETITION

## HEAVY ON THE MAGICK



Duzy spells, dry spells, juicy spells, short spells — you want them, we've got them! All these spells could be yours if you're the lucky winner in our first **Gargoyles Games Heavy on the Magick** competition — and you will not be the second! In our special **Gargoyles Games** book, if you read all the ten lucky runes in our **Heavy on the Magick** is a pre-emptive celebration of a D&D style, graphic intensive adventure. It features some of the best ideas and some giant challenges — and lots of magick of course!

**Gargoyles' Grand Quest** is a book of an amateur's imagination and a lot of — and he's discovered a D&D book which is called **The Golden Dragon's Secret** which he wants to be fortunate. **VG** reads it again. It's packed full of fantastic facts about magic and the ancient arts and is a really worthwhile prize.

The first prize winner will also get three **Gargoyles Games** as well. Second and third prize winners will get three **Gargoyles Games** for us or her magick, and ten runes up with the challenge. **VG** for the Spectrum, **Magick** for the Spectrum, **Heavy on the Magick** for the Spectrum.

What do you have to do to win these great prizes? Easy really. Think of a magic spell of your own and tell us about it in not more than 100 words. We'll want to know what sort of spell it is and what you'll do where you want to cast it and what you hope your spell will achieve. And now we can't turn the editor into a little more of a sorcerer looks remarkable like one already. So get your hand on the caps and start casting the runes for a really great spell for C+VG.

Once you done, simply fill in the coupon and send it to: **Computer and Video Games Heavy on the Magick Competition**, Production Dept 2, Farnham House, London EC1A 3JL. Closing date for the competition is May 18th, normal C+VG rules apply and the editor's decision is final.

### C+VG/GARGOYLE GAMES HEAVY ON THE MAGICK COMPETITION

Name \_\_\_\_\_

Address \_\_\_\_\_

Age \_\_\_\_\_ Computer owned (tick box) Spectrum ☐ Amstrad ☐ C64 ☐

My spell goes like this: \_\_\_\_\_

# THE WAY OF THE TIGER

COMPETITION



Our story begins on the magical world of Onwheng, seen in the Endless sea, lies the mystical Island of Tranquil Dreams.

Many years have passed since the time when, as an infant, you first saw its golden shores and endless rice fields. A servant had brought you, braving the distant leagues of the ponderous ocean from lands to which you have never returned.

She laid you, an orphan, at the steps of the Temple of the Rock, praying that the monks would care for you.

Monks had lived on the island for centuries, dedicated to the worship of their god, Kwon, he who speaks the Holy Word of Power, Supreme Master of Unarmed Combat. They live only to help others resist the evil that infests the world. Seeing that you were alone and needed care, the monks took you in and you became an acolyte at the Temple of the Rock. Nothing was made of the strange birthmark, shaped like a crown which you carry on your thigh, though you remember that old servant insisted that it was of mystical importance. Whenever you have asked about this the monks have bade you meditate and be patient.

This, then, is the world of *The Way of the Tiger*. Gremlin Graphics' exciting new martial arts game, based on the series of fighting fantasy books published by Huddell and Noughton. And now it's your chance to enter his exotic and exciting world with this mysteriously Oriental Computer + Video Games competition.

What we want you to do is design a poster for *The Way of the Tiger*. It doesn't matter if you're no good at art, we're just looking for an exciting and original idea.

And the first prize will be a professional artist's copy of the winning design.

The next 20 runners up will receive a copy of *The Way of the Tiger*, which is available for the Spectrum, Amstrad, MSX and Commodore 64.

Remember the winning entry will be judged on the idea, originality and content, rather than the actual quality of the artwork.

Send your entry to *The Way of the Tiger* Competition, Computer + Video Games, Prison Court, 20-32 Farringdon Lane, London EC1R 3JAU. The closing date for the competition is May 15th and the editor's decision is final.

## C+VG/GREMLIN GRAPHICS THE WAY OF THE TIGER COMPETITION

Name \_\_\_\_\_

Address \_\_\_\_\_

Age \_\_\_\_\_

Spectrum ☐ Amstrad ☐ MSX ☐ Commodore 64 ☐

# War Play



Choose your weapons - Choose your role. Whose air force will do the victory roll? Whose commander will surrender?

Aerial dog-fights - Tank battles - an elusive commander - The scene is set for a thrilling contest of skill for one or two player.

**CBM 64** £7.95 Cassette  
£10.95 Disc

# ANCO

Trade Enquiries:  
C16-PLUS 4 CENTRE, ANCO SOFTWARE,  
85, TILK KILN LANE, BEXLEY, KENT, U.K.  
Telephone: 0322 992137  
Mail Order: Payment by Cheque, P.O., VISA or ACCESS  
24 Hour Credit Card Service: 022531

# ADVENTURE NEWS

In his penthouse apartment in the IDEAs Central building Keith Campbell, one of the few survivors of the corporate purges which swept through the software industry when the IDEAs Corp was establishing itself, busies himself with an intricate and time consuming task. His job is to collect and collate all the data relevant to adventure games and dispense words of wisdom to people with problems. This month the Adventure Helpline brings much needed help, advice and hints to the troubled and tormented adventure games player.

## THE PAWN

C+VG's American correspondent Marshall M. Rosenblatt tracked down Anita Sinclair, one of England's few women games designers, at the recent CES Show in Las Vegas. Anita and her company Megabyte Scrobbles are the people behind *The Pawn*, Rainbird's amazing adventure exclusively reviewed in the last issue.

Anita wasn't your typical teenager. As a young girl of 15 she used to sneak down to the hardware shop to ogle the computer equipment while the other girls played with dolls. "My parents got a bit confused about all the bits and pieces of electronics I'd always be lugging about," she quipped.

Computers became her main focus, and so she studied programming. "Pretty puny by today's standards, but you have to start somewhere." She discovered a number of small businesses looking for software, and began writing applications for them to use.

Interactive adventures have always held a fascination for her, and she would get her hands on every game within reach.

Anita became disappointed, however, by the lack of sophistication and narrow-mindedness of the parser (the part of the program which understands and interprets the player).

Her interest was rekindled by



Infocom's line of text games. "I saw them doing great things (with the parser)," she said, "and I said to myself, I can do that. In fact, I can do better."

But it wasn't that easy getting started. Being a woman in a heavily male-dominated field has had its ups and downs. "There's a tendency for the British computer community not to take women seriously, since there're so few of us right now."

That's why I'm so happy with my company.

*Pawn* is set in the mythical and magical world of Kerosova. You wake up one morning to find yourself out in the middle of a field of flowers. It's pretty and all, but not exactly what you've come to expect at 8am. You need to remove this bracelet someone has popped on your wrist. But the problem is that it won't come off. In fact, only one person in this whole world can remove it. So you need to search and find him or her in order to get home," explains Anita. The game parodies all those sombre, save the Universe text

adventures. Kerosova is in the midst of an election whose main issue is about whether or not to restore alcoholic consumption. As you can imagine, there's been a general gloom in the land during this prohibition. Anita mentions one of the slightly offbeat situations that can occur.

"There's this Princess that you can save from a, of course, ivory tower. The trouble is that after the initial 'thank you very much' she becomes a bloody nuisance."

*The Pawn* is the result of 2 1/2 years of intensive work. It scans everything typed in, not just parts of words or key verbs or phrases.

Anita reveals that the parser actually possesses a Dr. Jekyll/Mr. Hyde personality. "What we have actually developed," she says, "is an advanced operating system. We hope to further develop this user interface for front-end computer use, and see *Pawn* as a good way to generate the interest, and the capital necessary."

Regardless of the intent, *Pawn* stands out as an excellent example of the blending of mind and machine.

## RICK HANSON

Robco Software announce plans for a follow up to *Rick Hanson*, (reviewed C+VG August 1988 under its original title, *Assassin*). *Rick Hanson 2* will be available for the BBC and Electron, price £3.95. Meanwhile, the original has been converted for the Electron.

## MAILBAG

■ Thank you for your review of *Secret of St. Brinde's* in your November issue. The reason I have taken so long to respond is that, living out here in the wild West of Ireland, such civilised luxuries as C+VG are few and far between. Only on a recent excursion to the great Metropolis did I manage to avail myself of a copy.

You said that the map is so alluring that it is almost impossible to draw. I do not think this is true. You refer to north axes apparently going south.

This does happen, but only on stairways, and the reason for this is that it is precisely what happens in real life. Staircases almost always turn back on themselves for the simple reason that they usually lead from one passage to another which runs parallel to it.

Another important point that you

make concerns the USE function. You state that in order to get the key from the door using the newspaper, one must use the words *USE NEWSPAPER* followed by *UNDER DOOR* etc. and that this makes the input requirements obscure.

I realise that reviewers do not always receive the full documentation but I lay stress on this point because a great deal of thought has gone into by St. Brinde's to making the game as friendly as possible. *Priscilla Longbridge, St. Brinde's School, Co. Donegal*

Keith's reply: Hanson... staircases eh? Point taken. But I seem to remember I had a pre-production copy of the game, without an index.

Negotiations are currently under way for a licence to produce adventure games based on the works of celebrated sci-fi author, *Isaac Asimov*. The software house involved seems confident that negotiations will succeed. So confident in fact that the first Asimov adventure is at present in development.

■ Regular writer to the *Helpline*, *Guy Wilkinson*, sent a postcard from Sri Lanka, where he was on a Christmas cricket tour with his school team. Jokingly, he remarked that on his travels he hadn't seen anything of Arthur C. Clark, famous science fiction author, whose novel *Readerswore With Rame* was adapted as an adventure during 1985. A few weeks later, this letter arrived. Believe it or not I did actually get around to meeting Arthur C. He is a

friend of one of the people who arranged things in Sri Lanka for us. We went around to his house in the pouring Colombo rain, entered his hall, climbed the stairs and were greeted by the man himself.

After answering various questions he showed us his satellite TV (we saw a Russian circus) and some of his hundreds of records.

The only visible evidence of computers I saw was a word processor which he was using to write to his neighbour, the American Consulate, whose borderlines were obstructing AC's view of Hailley's Corner. He does use computers a lot, though, and is finally getting down to learn a language. *Guy Wilkinson, Stansted, Essex.*

# ADVENTURE

## HELPLINE

### WHERE YOU ARE?

Yet another plea for full addresses when you write in to the *Helpline*. Many times we have the exact answer an adventurer is desperate for but are unable to reply because there's not a full address — or even ANY address — on the letter. If an address is not written clearly it can also cause problems. "SLP is the postcode, not 9LF — it went all over the West Midlands last time!" wrote a reader from Brecon. It was heart-breaking to receive a nicely typed letter in impeccable English from *Gunnlaugur Briem* of Iceland, but not to be able to reply with the answers he needed. Why? Simply because all we know is that he lives in Iceland — we could tell from the stamp! So Gunnlaugur, store the gems with Madam Web, leave Mysterio alone (just investigate his cload) and speak to your doctor about the Gio Gein problem in Enk.

And please, adventurers everywhere, let us know precisely who you are and where you come from! We really like to answer ALL your letters!

### HELPLINE TOP TEN

The selling life of a good adventure game is a long one, and the software charts rarely see an adventure entry. But there are thousands of people playing the games, nevertheless!

To keep you up to date with the games people are playing, talking about, puzzling over, here is our own *Helpline* Top Ten, based on the numbers of mentions a game gets in the *Helpline* mail for each month. The list shown here is for mail received during the month of March.

- 1 Lord of the Rings
- 2 Hampstead
- 3 Mordor's Quest
- 4 Spiderman
- 5 Hulk
- 6 Bored of the Rings
- 7 Never Ending Story
- 8 Sherlock
- 9 Quest For The Holy Grail
- 10 Sorcerer of Claymorgue Castle

### CHEATS CORNER

The "ultimate cheat" for *System 15000* has been sent in by A. Chandler of Maidstone: Ring Resident Manhattan Bank on 010-1(212) 976 5787 Entrance code MBR Transfer code TFB24 Transfer money from VINCHETTA to COMDATA at MIDMINSTER bank. (Only transfer \$1,500,000)

Transfer mutation code 2175 "And if you can't do it now you must be a dummy!" says our super-cheat!

**The Masked Adventurer** of Castle Bromwich, suggests typing SAVE and pressing RETURN twice, near the beginning of the BBC version of *Bored of the Rings*. You'll then

find your inventory is a little different. "Maybe you'll get Spill, or a barrow-wight that body-pops and tells you 'PEPPER' as a clue," says our masked friend. "Oh, and by the way, whatever you do, don't fart in this game!" he adds. Hmmm!

### ADVENTURE CHAT

I thought I was about to be given the full secrets of *Worm in Paradise*, when I started reading a step-by-step account from a reader whose name I can't tell you because the sheet became detached from his letter. However, narrative ended with a score of only 640/1000.

"You should now be stuck," concluded our unknown correspondent, "with the horrible feeling that you have spoken to the wrong people, let the innocent die, hoodwinked the tradiciad masses, and generally screwed up all round. The loose ends are probably dangling so far and wide that you have no idea how to form a granny knot from them. If you do indeed feel all this, then say a prayer for me..."

"You may find you have a problem entering the raft, lift, and train, in *Bored of the Rings*. Instead of entering them, deflate them. Is this a bug, or just one of McNeill's jokes? Ha ha! Very funny McNeill, it didn't stop me!" says Neil Markey, of Burton-on-Trent. According to my info, GO LEFT etc., as the intended command — perhaps another has shipped through. Neil

**Christian Martensen**, writes the adventure column in a Danish magazine called *COMputer*, and looks at the amount of space given to adventure in G+VG, with some envy. How come?

The secret, Chrisman, is to

HELP

HELP

beat hell out of our Editor at least once a week, until he comes round to the adventurer's way of thinking! (And I thought it was all the bribes... Ed.)

**Ian McMahon**, of Lisburn, read my comment about the wording needed to exit the loft in *Terrormollae*, and agreed. He has also discovered that you can climb the steps, open the hatch, and get into the loft whilst STILL carrying the steps! "Are there any more bits of bad programming in this game?" he asks.

One who took a different view of the wording, is **Daniel O'Mahoney** of Fordingbridge. "DOWN is an abbreviation of GO DOWN," he explained, pointing out that the instructions clearly state the use of UP and DOWN when using the stopladder. So they might, Daniel, but why?

Many adventurers have completed *Never Ending Story* in a few hours, their record time for an adventure. Most say how disappointing they found the game. Part three, in particular, let **Pauline Garnett** of Andover down. "It

# ADVENTURE CLUES

**SANDMAN**  
**COMETH**  
Can't pick up what you want in the cat's room? Don't! Find some clues in the croquet field, but go no further. No password! Go back to the start and look for stray letters!

**LORD OF THE**  
**RINGS**  
Weave the ring to pass the bartwright. Attach planks with rope to make a bridge.

**MAGIC**  
**MOUNTAIN**  
I'll tell the gnomes to clear the path.

**EL DIABLERO**  
Cut cañons to find the Devils, ring the column bells for the class, and push the statue for a place to dip the twig! Don't kill the coyote, and forget the skull.

**MESSAGE**  
**FROM**  
**ANDROMEDA**  
Thumping humpas is a slingshot move.

**QUEST FOR**  
**THE HOLY**  
**GRAIL**  
Do not go near the Mic Knight until you have the shrunkenberry. Throw the grenade at rabbit. Place the gem in the thurne room to flush.

**INVINCIBLE**  
**ISLAND**  
A torch and a caged canary show the way through the caves.

**SEAS OF**  
**BLOOD**  
Cut the zombie with a liver.

**MAGICIANS**  
The gate will be opened when the time comes!

**BALL**  
The gate will be opened when the time comes!

**BORED OF THE**  
**RINGS**  
Once in part three, let SENSE guide you, and SAY HOG, to get the rope.

**TERRORMOLI-**  
**NOS**  
Sneakily sneaking? You'll find them in the north-western room in the calabombs, just call him.

**WALKYRIE 17**  
The telescope is an indirect route to cash.

**MISSION 1**  
Fish to avoid electrocution.

**SPHINK**  
The mouse underneath the ballroom in the candle dungeons.

**FOURTH**  
To get Censor's files at Blenheim, phone 048873129 and when asked, use one of the codewords, PHOENIX, FRIEBIRD, or ROCKET.

consisted of no puzzles — just a simple maze!" complained Pauline.

Yes, we really do give away a few t-shirts each month, to senders of especially wanted clues, or unusually interesting letters! Don't feel too let down if you send in a lot of clues but don't receive a t-shirt. Numbers are limited, and picked out from the letters which pour in each month.

## LAUGH WITH CAMPBELL

Try dancing with the body of Veronica Ashcroft in *Suspect*, and examining the toilet in *Witness*, says Infocom fan, Michael Spiera of Seaford in Victoria, Australia.

They're all at it as it is down under this month! Here's **Anthony Reynolds** of Sydney, suggesting that after Tricia has confessed to being Mrs. Jones, you put her into a cab, and tell the cabbie to take her to any street you fancy. Then put Watson in another cab, and send him off elsewhere. Carry on playing, and watch what happens when they reach their destinations!

When **Rik Schragg** of North Holland tried to rip the newspaper in *Mordou's* **Quest**, he too, came across an amusing reply. Why not try it?

Finally, in a letter from John O'Neill of Dublin, to **Paul Coppins**, a comment that brought a smile to my face, and a feeling that the **Helpline** is all worthwhile: "To me you're a doctor — adventures are the disease!"

## ROLL OF HONOUR

This month **C+VG** t-shirts for services to the **Adventure Helpline**, go to: **Lenny Shuttleworth**, **Orpington**; **Paul and Glenn Gibney**, **Carrickfergus**; **J. W. Rundle**, **Aldershot**; **Paul Stapley**, **Whitby**; **Stuart Elliott**, **Queensland**; and **Nick Walker**, **Warrington**.

## PLEAS!!

Cats can be very obstinate creatures at times, as **Adrian Spurdon** and his whole family have discovered, desperately battling away in *Hornchurch* to get past the stupid cat in *Thar's The Spint*.

With the cat concentrating

on the Spurdon family, the rats are having a field day! Real rodents are in evidence in Nottingham, and no matter what options **Richard Tinson** tries, he cannot get past the third encounter in the game **The Rats**. This is the point in the game where Harris is in the van.

## ADVENTURE CLUES

Thanks this month to: **Andrew Rayson**, **Droylsdon**, **S. T. Thomas**, **New Tredegar**, **Chris Neasham**, **Redcar**; **Paul & Glen Gibney**, **Carrickfergus**, **Robert Jones**, **Erdington**; **Lenny Shuttleworth**, **St. Mary Gray**; **Dansel O'Mahoney**, **Fordingbridge**; **Gregory Quinn**, **Portadown**; **Walker Pooley**, **Liverpool**; **Christian Martensen**, **Skagen**, **Denmark**; **Jason Jennings**, **Sothly** and **Michael Spiera**, **Victoria**, **Australia**.





# MICRO RETAILERS

## BERKSHIRE

### BRACKNELL COMPUTERS

44 Broadway  
Bracknell 0344 427317

### SOFTWARE CITY

47 Cheap Street  
Newbury  
Berks RG1 45BX 0635 31696

## CHESHIRE

### NORTHWICH NOME COMPUTERS

79A Wilton Street  
Northwich  
Cheshire 0606 47883

## DERBYSHIRE

### FIRST BYTE COMPUTERS

10 Main Centre  
Landon Road  
Derby 0332 365 280

## ESSEX

### MINNIE MICRO COMPUTER CENTRE

11/12 Eastern Esplanade  
Southend  
Essex 0702 615809/62033

## HEREFORDSHIRE

### NONNETSETI COMPUTERS

17 Union Street  
Herald HRI 28T 0432 279404

## LONDON

### ARCADE SOFTWARE

Unit 202, Shopping Hall  
Myrtle Road  
East Ham  
London E6 01-471 8900

## LOGIC SALES

19 The Broadway  
The Bourn  
Southgate  
London N14 01 882 4942

### SEKANA COMPUTERS

221 Tottenham Court Road  
London W1 01-800 3156

### SOFTWARE CITY

362 Kings Road  
London SW3 5UZ 01-352 9220

### SOFTWARE STORE

35 London Road  
London SW17 01 685 1476

## MANCHESTER

### BUDGET SOFTWARE CENTRE

51 Fennel Street  
Manchester M4 3DY 061-834 2808

## MERSEYSIDE

### BLUE CHIP COMPUTERS

77 Allerton Road  
Liverpool L18 2DA 051-722 3037

## MIDDLESEX

### INNOVATIONS, COMPUTER & VIDEO

9 Harmondsworth Road  
West Drayton  
Middlesex UB8 9JS 0895 420457

### JENNINGS STORE

248 Hartford Road  
Enfield  
Middlesex 01-804 1767

## SURREY

### SOFTWARE CITT

14 Thomas Street  
Kingslon  
Surrey KT1 1PE 01 541 4911

## STAFFORDSHIRE

### COMPUTER WORLD

42 Market Street  
Langton  
Stoke-on-Trent  
Staffs 0782319144

## SCOTLAND

### LIVINGSTONE COMPUTER CENTRE

17 The Mall  
Craig's Hill Shopping Centre  
Livingston  
West Lothian EH54 3DZ 0506 36978

## WEST MIDLANDS

### MBC COMPUTER CENTRE

1749 Lichfield Street  
Wolverhampton 0902 29907/29021

## YORKSHIRE

### JUST MICRO

22 Carver Street  
Sheffield S1 4SS 0742 752732

### LOOK & SEE

45 Belmont Bridge  
Skipton 0756 60078

### MICRO BYTE

36 County Arcade  
Leeds 0532 450 529

### RECORDMANIA

14 Davy Gate Centre  
York 0904 33993

### RECORDMANIA

Units 5/6, In-Shops  
Market Cross, Selby 0757 700988

DEALERS: if you would like to see your shop included in this new service please call 01 251 6222 EXT 2461

# MICROSELL

MICROSELL - It costs only £2 to advertise in Microsell

• **Atari Quicksave** allows you to save programs on cassette much more quickly than normal. Files produced are completely standard. On tape for £5. Peter Rankin, 48 Loanhead Street, Coalbridge M15 5DQ

• **Commodore 64** software for sale. £50 worth, including Exploding Fist, all for £25 one. Phone Aldershot 27789

• **48K Spectrum** and games player interface, joystick, tape recorder, many books and magazines. Over £600 of software. Still under guarantee. Will sell for the bargain price of £120 one as a quick sale is required. Phone Steve on Enslin (0272) 43365

• **48K Spectrum** + software + Spectrum Plus Keyboard + joystick worth £250. Sell for £80 one. Ring 0780 53771 ask for Neil

• **49L ZX Spectrum** + Interface 1, microdrive and cartridges (still under guarantee) + datacorder + competition program and interface + £500 worth of latest games. Elita, Freilicht, Tau Cell, Starquake, Commando, etc + magazines and books. The lot worth over £800 now. Will swap for an Amstrad CPC 464 with colour monitor. Phone 946 2272 after 4.30pm and ask for Oliver or write to 41, Lambton Road, Raynes Park, London SW20 0LW.

• **Atari 520** and CBM 64. I want to swap software and information for this computer. Special greeting to Uwe B. Write to P. Hinterfechter, Brahmsstr 26 61 03 Gensheim, West Germany

• **Commodore Model** and subscription worth £130 used once. Bargain at £60 one. Telephone Merx on 021 328 9685 after 8pm

• **Commodore 64** penpals wanted to swap ideas and games. Please contact Richard, 14 Verdum Road, BA/RMS, London SW1 3BA or telephone (01) 741 1895

• **Wanted MSX** penpal to swap software and game playing tips. Please hurry as new games desperately required. Please write to Jason Duckers, 114 Plas Newton Lane, Chester, Cheshire CH2 1PP.

• **ZX81**, 12 great computer games all work including Mazogs Combat Night. See Wer Oracis Cave and Invaders for quick sale of £20. Ring Ryan 389 4471, worth over £85.

• **Wanted Commodore** cassette recorder. Phone (0709) 583025 or write to D. Tooley, 68 Cityfield View, Mexborough. Please phone after 5pm and ask for David

• **One Aussie** with hundreds of games to swap or sell for the Commodore 64. All the latest software. Also offer pokes and cheat modes. All letters answered. If overseas please send a z.e. Write to Jason at 51 Palaroo Street, Swan Hill, Vic 3585, Australia

• **Alien games** for sale. Electrapide, Fighter Pilot, Koronis Rift, The Edolon etc £2.50 each. Also Atari 810 disk drive with Archiver and software offers. Disk games only. Telephone (0926) 36868

• **Spectrum games** to sell or swap, 34 games in all. Marsport £6. Chuckie Egg II, Rambo, Commando, Starquake £5 each. Stanon, Knightmare, Scuba Dive £4 each. Manic Miner, Soft ad, Fuel Throttle, Jet Set £2 each or £37 the lot. Telephone 0901 30806 after 7pm and ask for Dominic

## ADVENTURE

## EXCLUSIVE — REBEL PLANET

**A**dventure International UK has ceased trading. Why? "Because we have decided to concentrate on what we are best at," says Mike Woodroffe, "writing and converting games rather than diversifying our efforts with the publishing and marketing operations."

It is barely a year since AIUK released their first home-grown game to stand alongside titles from the US. Mike had hoped for a faster flow of Questprobes, which he geared up to convert to UK format machines. "We simply weren't getting enough adventures to keep us going," explained Mike.

Last year International UK started producing their own games. Mike Woodroffe in collaboration with Brian Howarth and artist Teoman Irmak, came up with a number of titles that were to prove very popular indeed.

Using the proven formula of instant graphics held in memory, combined with a sound plot, and written on the system developed by Brian for the conversions, *Gremlins* was International UK's runaway success of 1988, outselling all other AI UK titles, and coming second only to Level 9's *Red Moon* in the C+VG Golden Joystick Awards. AI UK went on to produce the highly successful *Robin of Sherwood*, and the first of a *Fighting Fantasy* series, *Seas of Blood*.

With the Adventure International contract terminated, Mike's operation will rest on *Adventure Soft Ltd*. As well as publishing Questprobes, US Gold will publish future Adventure Soft games, leaving Mike, assisted by his wife and business partner Tricia, to look after mail-order and customer support.

That doesn't mean Mike has lost his interest in *Questprobe*, nor the original Scott Adams series. Adventure Soft will carry out all the conversions. The games will come from the same stable.

If the label is changing, so is the team producing the games. Brian Howarth has left to take up a job in business software. His *Mysterious Adventures* will continue to be available through Adventure Soft.

Mike has added Roger Taylor to the team. After converting *Questprobe 3*, using his own adventure system designed to handle an input of up to four significant words.

Roger went to work on a completely new system, and thus accepts sentences as complex as those of Infocom games.

To complement the new adventure system, Mike has commissioned a new graphics system, and recruited another artist, Stefan Ufnowski, whose first project has been *Rebel Planet*, second game in the *Fighting Fantasy* series.

With all these changes, how does the adventure player get hold of the games or hintsheets, if he can't find them in the local shop?

All the existing *Mysterious Adventures*, including new Commodore 16 versions, plus *Seas of Blood*, and the original Scott Adams series, may be obtained by mail order from Adventure Soft UK Ltd., PO Box 785, Sutton Coldfield, West Midlands B73 7SL. Conversion to new micros will continue, and they will also be available by mail order.



- **Supplier:** US Gold/Adventure Soft
- **Machine:** Spectrum 48k, Commodore 64, Amstrad, BBC and Electron, (text only).
- **Price:** £13.95 (Spectrum, C64, Amstrad) £17.95 (BBC/Electron)

The mighty Arcadian Empire is tightening its grip on the galaxy, and leaders of the secret north organisation SAHOG prepare you for a daring mission to strike at the heart of the invaders to destroy the QUEEN computer that controls and organises the Arcadian troops.

Travelling as a merchant, you must seek out earth spies who have sent on ahead to discover the nine binary digits that will let you into the building housing the computer. Standing on the command deck of the Cayda — your ship, you follow a pre-programmed flight path to the planets Tropos, Halmurus, and Arcadian.

As you near Tropos, the Cayda computer reports an undisturbed craft following your flight coordinates. You try evasive action, and in doing so intercept a message from the craft. **UHHOOLEX IKA GRAZZKZ.**

A sinister alien tongue or a secret coded message? Meanwhile, you make a quick tour of the ship, to equip yourself

for your visit to Tropos. Should you take the space scooter for land-borne transport? Chance would be a fine thing — but never mind, your repair droid has that situation well in hand! Well, perhaps on the next planet.

The faint snell of domesticated reaches your nostrils as you explore the passenger cabins. Obviously the hydroidea have recently been serviced.

Eventually, armed with rations, a weapon, and a few other essentials (or perhaps they are completely useless?) the Cayda lands and, after wrestling with the airlock controls, you disembark.

Passing through customs at Tropos can be a tricky business. Leaving the spaceport itself can be even more damaging — but as you won't have time to sample the night life perhaps you will persuade the natives to let you through.

Now to seek out your contact, and start in earnest on the trail of the binary code you need for the grand finale. Is he in *Con-Mop*, the not-so-friendly galactic store (motto: You buys it, you keeps it), or perhaps the local hotel?

The game is full of humour, and there are plenty of strange gadgets to learn to use, such as the Phonic Furk, or Zella Blaster.

Let me warn you now — Stefan Ufnowski has not only produced



With the long-awaited *The Fantastic Four* adventure surprisingly coming from US/Gold and not from Adventure International — the name so closely associated with the *Questprobe* series — fans will no doubt be wondering what's up on the adventure scene. KEITH CAMPBELL went to Birmingham to find out...



some excellent graphics, but he has a mind so evil that before completing the game, you may well wish you had never taken the case out of its case!

Many of the graphics are animated. You will be able to watch the universe unfolding through the observation port, (but only when Cayda is in flight), and you will actually witness the death throes of one of your contacts, as he slumps in agony during his last moments. Will you be able to help him in time to gain the vital information he has?

Using a split screen format, the location text is always displayed, with conversation scrolling beneath. The locations are described with continuous text, using "flannels", and as the game proceeds, the script updates.

For example "You are standing on the Cayda's command desk. display screens flicker, control lights flash, through the observation port the universe unfolds before you" is what you read as the story continues.

After Cayda lands, the description is still on a sentence, but ends "through the observation port, transconscience droids are visible reassembling docked spacecraft".

Although based on the *Fighting Fantasy* book of the same name by Steve Jackson and Ian Livingstone,

Stefan openly admits that the adventure only loosely follows the book.

"What really frustrated me in an adventure, is getting stuck and not being able to do ANYTHING else without solving a particular problem," he complains. So in *Rebel Planet*, he has arranged things so that if you get stuck on one planet, you can go on and try to sort out the problems on the next one, and so on.

"Of course, in the end you must solve all the problems to complete the game, but it does give the player a chance to tackle the whole game."

If Stefan enjoyed writing the game, then I had twice as much fun playing it. It has a fresh approach and that devours sort of wit that has our laughing with rage on discovering the answer to many a problem.

Hang on! I think my droid's sorted the scooter problem out for me! I'm off. I've been dying to take it for a spin ever since I came across it in the cargo bay! But before I go, a quick warning! Beware the Craggnapper! Keith Campbell

- Vocabulary 9
- Atmosphere 10
- Personal 10

## SYSTEM ADDICT!

The system now used by Adventure, each running on a different computer, text part of the business is handled by Roger Taylor, which runs on a BBC micro, other versions being created with a cross-compiler. Processing much more complex sentences than seen before in an AI game, the parser will, for example, handle "if as in get the apple and eat it".

No longer will the text format on the screen show discrete entries for location, exits and objects present. All the text will flow together, and this is achieved by using what Mike calls "flannels".

Using an example from *Rebel Planet* to demonstrate the technique, the text started "You are in a..." As far as the program is concerned, the word YOU was the entire location description, and all that followed was a number of "flannels" — text phrases describing the current state of the location, which are moved in and out of the location as required by the state of the game.

The graphics are created on an Apricot, using an in-house driven graphics creator utility, specified by Mike, and programmed by an associate of his.

First, the artist designs a graphics character as the building blocks for his pictures.

Those are then saved to disk, but can be called back for display and alteration, using a mouse to select the picture name from the list of screens already created.

The system provides for animation to a degree rarely seen in graphic adventures. No longer will you get a continuous "flashing" movements from small characters, but sequentially displayed whole frames, like in a movie.

The two separate parts are brought together in the final game, but now, the graphics are held in memory, allowing them to be displayed instantly, rather than have to be drawn and filled by the program. The slow process that has given graphics in adventures a bad name amongst enthusiasts.

When the two parts are combined, a typical game will have 110 pictures in 22k of RAM, leaving adequate space, even on a 48k Spectrum, for a meaty adventure, especially when it is borne in mind that Roger can squeeze text down to 35% of its original size.

The first game to show off the new system, will be *Rebel Planet*, second in the *Fighting Fantasy* series of adventures.

Stefan Ulinowski, brought in originally to create the graphics, showed Mike a *Quilled* adventure he had written for his own amusement, and offered to write the *Rebel Planet* plot. Mike was impressed, and Stefan ended up producing the whole game.

Following hard on its heels will be *Temple of Terror*, written by Mike Woodroffe and drawn by Teonan Irmak. Some of Temple's graphics have already been created, including the animation.

Mike took me for a ride on the back of an eagle, whose wing span filled the entire width of the screen, and by the end of the journey, I had begun to feel quite air sick!

Another new feature in the game will be a real time chase. "I won't be any good just sitting there wondering what to do next," says Mike, "if the player doesn't react as he would in real life, it will be too late to do an Infocom plus graphics, on cassette, is Mike's claim."

Certainly the parser is comparable, that is needed now is machines with more memory. 26k can accommodate a complex and entertaining adventure, but to be fair, with far less detailed text than is the hallmark of Infocom games.

But Adventure Soft are heading that way, and when 128k machines have reached the mass market, Mike's team will be ideally placed to produce some serious adventures for the

# R·M·S



Explore the world's most famous wreck almost two miles beneath the waves. Search for the massive wealth of treasure that lies inside her and devise a plan to raise the entire ship.

A fast-action icon-driven graphic adventure in which you explore the five levels of the wreck, with more than 240 rooms, and over 170 objects, the majority of which will be found on the actual ship.

Finance your expedition.  
Attend press conferences.  
Map the wreck.  
Raise the Titanic!

*Electric  
Dreams*

SOFTWARE

Available on the Commodore 64, Amstrad and 48k Spectrum from,  
Electric Dreams Software, 31 Carlton Crescent, Southampton. Tel: 0703 229694

# ADVENTURE

## REVIEWS BORROWED TIME

- **Supplier:** Activision
- **Machine:** C64, Apple II, IBM PC, Macintosh, Amiga, Atari ST, Disk only
- **Price:** \$14.95

Ever watched one of those old American private eye thrillers? Hard-pressed nice-guy, frequently beaten to a pulp, tied up by mobsters at every turn, unravels mystery before the cops. Sleazy office full of fog and cold coffee, underpaid overworked cut-throat Friday assistant with heart of gold — you know the son of them. If you've enjoyed a movie like this or even read one of Raymond Chandler's gangster novels you're going to love *Borrowed Time*. You become Sam Marlowe, (Philip Marlowe?) private detective. Someone is after you, someone who will stop at nothing to see you put out of circulation — however.

Who wants you out of the way? That's for you to find out — and gather enough evidence for the cops to nail him.

Trouble is, his hoods are closing in fast. And from the moment you begin the game you are on the run — literally! One false move and it's curtains for one voice private eye.

You've just enough time to say hello to your window cleaner (or as he want be seen?) and the chase is on, down the stairs and over the rooftops, dodging bullets and putting obstacles in the way of your pursuers as you run. Not until you get away from them will you get a short breasting space to poke your nose into a few suspicious looking spots.

*Borrowed Time* is a graphic adventure, and it starts with a dramatic animated opening sequence. Make sure you have the volume turned well up before you start loading the game, and be prepared to jump!

The screen layout is a little unusual. The rightmost third of the screen contains two columns of words, and a box of directions. A joystick or mouse can be used to select words from the list and copy them to the input area. As only the most common words are listed — any more might give the game away — it is often necessary use the keyboard.

The graphics screen is positioned to the left of the word list and above the text area. The pictures are excellent, and extremely fast to load. That's saying something, when you consider I was playing on a 64!

The graphics interact with the game and many are animated. This makes them both funny and something out of the ordinary.

When the phone rings, the receiver lamps off its rest and wiggles. There's a tap dropping in the kitchen, Farnham's finger pointing at me menacingly. Mavis is struggling to free herself.

Best of all is the brauser, first seen jacking away for a "brood" outside a house. When she goes inside, he folds his arms, and starts tapping his foot on the sidewalk, his eyebrows moving up and down, just challenging you to follow her! Don't try it!

The graphics can be toggled off by hitting RETURN, revealing a

screenful of past text behind them. A quicksave/quickload feature is especially valuable before dangerous moves — and most of them are!

There's a plenty around for your detective skills to work on, as you move around from Main Street: Has your ex-wife Rita been kidnapped, or worse?

Now come the DeSoto, which you recently repossessed for Morris Motors for an HP debt, is back at Salvo Safe Place where you first found it?

Which of the 2,000 boxes at the Post Office does the key fit — and how do you find out?

That's just a sample. There's a plenty more to get your teeth into, and all the while, the hoods are not far behind you, waiting for the kill!

A lot of thought has gone into the way you are likely to go about solving the problems, and humour is used to good effect to frustrate you when you are on the wrong

track!

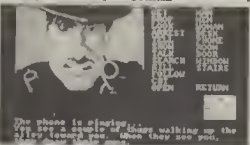
Desperate to find an alternative way out of my office, I thought of using the window and climbing down the cleaner's ladder. As it wouldn't open, I tried breaking it: "Don't be a pane!" was the reply. So I thought I might lob the ashtray at it. "The room would lose its ambience without the ashtray!"

*Borrowed Time* is an apt title. It combines a fast-moving narrative structure with the essential mystery elements of an adventure in a most realistic way. You ARE the private eye, and time is not on your side.

Rush out and buy this game — you will not be disappointed! Scuse me, I'm off to find a pair of gloves.

Keith Caspobell

- **Vocabulary** 8
- **Atmosphere** 8
- **Personal** 9



## BOOKS

- **ADVENTURE DESCRIPTION LANGUAGE**
- **By A.F. de Geus, J.H. Jongejan, A.M. Koelmaans.**
- **Sigma Press**
- **Price:** £8.95

"A new way to generate adventure games" this book claims. It is especially the description of an adventure creator utility, plus a full listing for a BBC micro (which must have at least one disk drive).

A large section of the book is taken up with a listing of the Adventure Description Language (ADL), which is also available on a no-frills disk for the lazzibear.

The utility was developed at Groningen University in the Netherlands, on a PDPI, and, it is

claimed, can be converted to other macros with reasonable ease.

However, there is more to the book than just a listing. The logic behind an adventure program is investigated, and translated into terms of the ADL, which consists of four parts: a map of locations, location descriptions, dictionary of words and word descriptions.

The method of operation of the ADL is explained in great detail from a highly theoretical point of view, in the style of a formal text book. Hash coding, RNF syntax rules, automata and grammars, the Warshall algorithm, and Hamming's parity are among the subjects covered — fascinating if you want to learn about such things, but rather irrelevant if all you want is to get on and create an

adventure.

Unfortunately, the book starts off on the wrong foot, with a flawed history of adventure games, which gives the first clue that it is the work of computer academics, rather than that of proven adventure authors.

Scott Adams is credited with pioneering the micro-adventure scene (true), but by implementing the *Colossal Cave* adventure on a Iliac 705-80 (false).

With an explanation of why "Banc is unsuitable for writing adventure games" there is an implication that Scott's first game was not written in Basic.

Many successful and enjoyable games have been written in Basic, among them are *Adventureland* and *Pirate* which were only later

converted into machine code.

While Basic certainly has its disadvantages, I always have to smile when I detect the snooty-outrage of computer professionals at the "unstructured" nature of a Basic program. If it is a game, and it works, who cares about the structure — certainly not the player!

Only if you are an aspiring "adventure architect" and want to know about such concepts as "non-deterministic transmittal", and the "de-referencing" of variables, only if you are the sort who would sooner call an adventure map a "transition graph", would I suggest that this book is for you.

A book for perfectionist programmers — not adventure enthusiasts. Keith Campbell

**Marshal Rosenthal, C+VG's wireless reporter in Stacey, brings you a report of the latest software and innovative new hardware to be launched in America over the past few months.**

**H**ere's a quick quiz to get us off and running: What do you get when you combine the following: Paramilitary outfits, dyed-black argents, combat squads? No, not C+VG's stuff on a day out! It's the **Adventure Game**. This product of Canadian munda is based on a high-tech version of the old game *Capture the Flag*. Each team defends its turf from the other. The goal is to sneak in and steal your opponent's flag and then return to your own base. There's a "slight" deterrent though: As everybody carries high-powered argents which shoot a ball of red dye that splatters on contact.

**Adventure** takes place on the outskirts of Toronto in what used to be a skiing resort. There's plenty of room for four teams to be going at each other in two separate games concurrently.

Each combatant wears protective clothing and a mask to prevent injuries and carries a doughnut-shaped ring. This is displayed by a person when hit so that he/she can walk unimpeded back to the skiing area. Referees dot the landscape to keep what order they can.

Being used to shooting—I'm a photographer after all—I accompanied Fred Al and Sidon their attempt to infiltrate the enemy's camp. They tell me that this should be easy since the game is going on in the middle of a relentless rain shower.

I grin on the surface and chuck back my reply. You don't argue with guys with guns. The first couple of minutes are boring as we tramp in the direction described by Fred.

Then—"AMBUSH!" screams Sid. We all drop down into the wet, squishy mud as argents fire whistles overhead. Fred ducks his head behind a rock just as a shot splatters red dye where his head was. All hell is breaking loose—yet these machines are having fun.

Overwhelming odds render our entire party impotent. The opposing team seems to have never heard of freedom of the press because I look like a Toronto's cape. We won't go into what I feel like.

The **Adventure Game** is a good outlet for those seeking entertainment that's athletic and aggressive. A fee is required for each game, as well as rental on the gun and "bullets". Next time I'm bringing a tank!

• Every science fiction film these days seems to feature a talking computer. Now every home can have its own H.A.L. 9000 to argue with.

The secret in the **Coves Voice-Master Module**. This small interface attaches to the right-hand Atari and Commodore via the joystick port, and includes a swiveling headset with a condenser microphone.

Unlike expensive sound digitizers, Voice-Master doesn't use phonemes or allphones contained on a chip to create speech.

You program in your actual voice by talking while the computer saves this information as a Basic file. Playback can be controlled through programming, and doesn't need the interface either.

Demo programs include a multiple function calculator. You first "teach" the computer about your voice by reciting numbers and mathematical terms into the microphone. Then you can use the program at any time after loading a "voice" file.

You can call out numbers and listen to your own voice responding with the answer. Graphics continue to run because there's no screen lockup problem, which happens with some voice synthesizers.

And this program is the **Voice Harp**, which puts notes on the screen as you hum or whistle a tune. You can then play it back as musical notes, or change it around.

This brings a whole new meaning to "whistling" while you work! The manual is extensive and easily understood.

• Addictive games are few and far between these days, but that's certainly how I'd describe **Gladiator**. The premise is simple: You are thrown into the arena, given a fanfare and then left to contend with beasts and men who all have one thing in common: Your death!

Fortunately there are weapons that you can pick up and use. Rocks, spears, bows and arrows and a net give you a fighting chance against your opponents.

The Gods also look upon you with favour, and has a grunted shout the power of the lightning bolt. You can use this once per level to freeze and destroy your nearest adversary.

The only problem is that this occasionally engenders the crowd, causing one of the operators to jump into the arena and come after you.

The joystick controls movement, as well as activating a crosshair sight that's used for aiming. **Gladiator** from Richmond Software, looks equally good on both the Atari XE and Commodore 64. Animation isn't earth-shaking, but the action war-

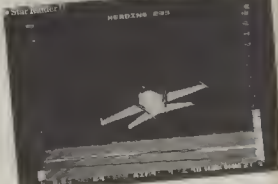
# Letter from

lets on, and it'll be a long time before you reach the 15th level.

• This is the year of the Comet, and the **Halley Project** lets us with heads fitted get up where the action is. The program is really a mini-course in our solar system. You are being tested for fitness to join the Halley space team.

magnification. Two independent windows can be overlaid at once, with objects really moved between them. Text can be added of course, and in a number of styles and fonts. The list goes on and on.

A variety of pre-drawn images (like



To do so, you must pilot your space craft on various missions doled out by the master computer. Along the way you must locate planets and land on them before returning to headquarters—located inside Halley's Comet.

The view screen contains all the information needed for a successful flight. Besides controlling your speed and direction, you can also switch to radar and star maps. The Halley Project comes in a handsome case which houses all the top secret documents, as well as a special audio cassette. You don't really want to wait ANOTHER 75 years, do you?

• Software for the Atari ST keeps appearing, and some of it is pretty incredible in scope and design. So instead of your typical painting program, this is an object-oriented program.

This is an object-oriented program, using the mouse and GEM interface for ease of use. A pop-down menu contains all the basic shapes needed to create something as simple as a greeting card, or as complicated as an architectural layout. There are such features as variable patterns, fills, shading and geometric shape constructions.

Easydraw will scale objects to a given size, display an entire page as it will appear on the print out, and let you zoom in on an image in variable

houses and rooms) are included to help get you started. For a professional application, Easydraw is incredibly simple to use, and just plain fun.

• Access software stood out in the crowd of exhibitors at the recent Winter CES in Las Vegas. Maybe that's because they're the only ones at the show with now after now of bright, tank-like objects whizzing to and fro. The **Robotic Operating System** has been interlinked with the Multibotic line of snap-together robots. Now you can create and control your own using Basic commands. The hardware plugs into the micro's expansion port; what it also gets its power and enables a series of tiny motors attached by wires to put the robots through their paces. The software simulates a digital oscilloscope and voltmeter which can be used with optional sensors to detect light and noise. Kits include snap-together gears, shafts, and other components to assemble a variety of machines. The system will be available for a number of popular computers including the Atari XE-ST and C64/Amiga.

• SubLogic continues its tradition of realistic flight simulations with the release of *F16*. Climbing into the cockpit of either a lead-based F-16, or a carrier-based F-16 Hornet. Optional scenery disks add to the excitement as



# AMERICA

well. There is a non-combat mode, but the real action starts with any of the land, sea, or dogfight options. Weapons systems, electronic jamming modes — it's all here. Initially for the C64, Jet will appear later in ST and Amiga versions. The Amiga demo, by the way, is a weasoo.

• **Star Raider #2** will be out soon. It's a fast action game containing elements from the original 1980 version, along with parts from the not-released *Last Starfighter*. It's state-of-the-art for the night jet machines and requires strategy as well as quick reflexes.

• The Atari 1040ST was hidden from eight at the Las Vegas show, but I snuffed it out. It has the TOS (Transect Operating System) within on a chip, as well as an internal double-density disk drive. Additionally, there is one megabyte of memory, and an RF modular output to accompany the RGB port.



The 1040ST is a bit deeper and wider (and correspondingly heavier) but cosmetically is the same as the 520ST. The disk drive slot is on the right side, and so the mouse/joystick port trails out the front beneath the keypad.

• One of the great things about going to the movies is the way the sound wraps around you, jets flying overhead, or an energy bolt blasting across the screen. This exciting audio effect seems to disappear when you view the film at home as your video cassette recorder.

But I just saw an amazing device, called the SSJ-720, which actually rechecks and yanks out this special sound quality and restores it to you. President David Tsouk explained to me that there is a Dolby "surround channel" track heard in movie theatres. A device decodes this sound

and uses extra speakers besides the usual front left and right stereo ones.

"The SSJ 720 is sophisticated home use that decodes this 'extra' channel for home viewers. This recreates the all-around sound experience," said Tsouk.

An extra set of speakers is used to create both a middle (voice) and back (effects) channel. This special track can be found on most movies, as well as Laser and CD audio disks. But it's buried until you use a Dolby decoder. The effect is hair-raising. The SSJ-720 is the top of their three product line, and certainly gives you everything you could ask for including remote control.

• Many of the book publishing companies are starting electronic divisions and Simon & Schuster are no exception. *Star Trek: The Kobayashi Maru Alternative* plays on.



As in the captain of the *Star Trek* Zim, there are a number of difficult scenarios that you must conquer in order to pass the test.

This is a text game with a twist. The text is displayed on the screen in neat little rows. Instead, windows are displayed to indicate the appearance of a character in location. This retains the purist notion that the best graphics are in the mind, but does keep the eyes from getting bored. Besides, it looks neat.

Characterization is heavily based on the films, so expect to hear logical remarks from Spock and an accent accompanying your "Beam me up, Scotty." The program runs on various systems, including IBM and the Commodore 64.

• The new CD-ROM player (CM100) from Philips interfaces with a personal computer and allows near-instant access of information.

Gruber Electronic Publishing is packaging their dictionary disk to be used in conjunction with the player. This contains an entire 21 volume encyclopedia, yet the disk still has room left over! The software that drives the disk was developed by Activature, and demonstrated last year by Atari. The user can browse or search for a specific title, or go through the entire edition looking for groups of words or concepts by using the electronic index. Gruber is also working on a video disk version that will include pictures.

• Activation recently acquired Creative Software and Gamestar Creative brings a full line of integrated productivity software such as *Creative Writer*. *Gamestar* is noted for realistic sports simulations, and the first new title under the joint name will be *Championship Golf — The Great Courses of the World*, vol. 1 *Pebble Beach*. There are the full array of clubs and swinging techniques.

Animation is smooth and colorful, with realistic elements present such as wind and irregular terrain. So much information has been stuffed into this program that it seems like you are literally on the golf course. Competitions for Arnold's Hungarian-written golf simulation?

• The Music Studio has been enhanced for both the ST and Amiga. The Amiga has excellent sound qualities, including stereo. The ST sound chip is

processor. You can create musical scores, with up to 16 tracks, and there is complete musical notation, including time signature, treble, bass, and all the rest. The Sound Board mode allows musicians to design their own instruments or sound effects.

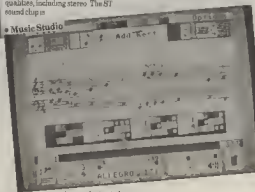
For the amateur musician, the Music Studio retains its unique Pianos mode. Blocks of colour are moved around to create sounds which become musical notes.

• We activate our sneak-preview glasses to view some new products being developed. *Riverboat* is a mystery set on the Mississippi. It combines animated graphics with text, and darts you to find out who has committed a foul murder.

Crossbones places you in the world of buccannery. Adventure awaits as you outfit a ship and sail the seven seas. The program takes into account all the factors of the times, so you had better learn to cope with life in the 1700s.

Pawn (as relation to The Pawn) transports you into the future. Everyone on Earth has disappeared. All that's left is a very strange biological computer who seems to have antennae. Pawn is different from other graphic adventures in that you can only influence the events, as some of them are beyond your control to change.

This aspect makes the program



not as sophisticated, but you can use the MIDI (Musical Instrument Digital Interface) port to access a keyboard. You now have a multi-track professional sound recorder ready to go. There are pull-down menus for composing and editing, with advanced commands that operate similarly to a word







# JR SOFTWARE

5 Brookes Court, Baldwin Gardens, London EC1

Telephone: 01-242 5409

COMMODORE 64		Atari		Amiga	
F.B. Bowling	8.95	Twister	5.49	Winter Games	8.75
Beach-head	7.49	Way of the Tiger	7.49	Desert Run	7.49
Summer Games II	7.49	F.A. Cup	5.95	Sugar Bowl	7.49
Sky Fox	7.49	Atari	5.95	Ill Mac Bowling	5.95
Maneuver	7.49	*Psi-S Trading	7.49	*Sentry Hill	8.20
Zoids	8.99	*Biggles	7.49	Lunar Sprint	8.99
Winter Games	7.49	*Paper Boy	7.49	Twister	5.45
Soldier Million	7.49	*Empire	7.49	*Honey on the Magic	7.49
*Swords and Sorcery	7.49	*Raiders	7.49	*Paper Boy	5.95
Magic's Revenge	8.95	*Knight Games	6.99	*Diggle	7.49
Rock & Wrester	7.49	*Heavy on the Magic	6.99	*Empire	7.49
*Roller Coaster	8.95	*Quasmodor	7.49	Star Division	3.29
Konami Rite	7.49	Green Beret	8.95	*Raiders	8.95
Young Ones	7.49	Starquake	8.95	Way of the Tiger	7.49
ENTRA-Glide	8.95	Zoids	8.95	Return to Oz	5.95
Play Pump	6.49	*U.C.P.S.	8.95	Star Division II	5.95
*U.C.P.S.	8.95	Starquake	8.95	Samurai Fox	8.95
Time Tunnel	7.49	Galactic Mass	8.95	*Green Beret	8.95
Desert Fox	7.49	Still a Mission	7.49		
Secrets of the	7.49	Way of the Tiger	7.49	Twister	5.95
Hard Ball	7.49	War-Jad	5.95	WS-Base Ball	5.49
Laser Basic	11.95	Kung Fu	5.95	Classics I	7.49
*V	6.95	*Knight Rider	5.95	Classics II	7.49
*Hunch Back Adv	6.95	*Snowflake	5.95	Ali-Hot	5.95
Unlump	6.95	Transformers	5.95	Star Events	6.49
*Wu J. Master	7.49	Spitting Ho	7.49	Galleon Falcon	5.49
Law of the West	7.49	Kung Pong	5.95	Trapped Run	5.95
*Amazon Women	7.49	*U.C.P.S.	5.95	Grail Master Chess	7.49
Max Headroom	7.49	Prost-Roar	7.49	Game Park 1-2	5.49
Bomb Jack	7.49	Lightning	7.49	Kung Fu Kid	5.49
The Force	7.49	*Pentagon	7.49	The Berlin Tower	5.95
30 Games	7.49	Normal	5.95	Commands	5.95

\*Games subject to release

Telephone orders taken! Special Offer:  
Comp Pro £13.50, Konk Speed King £3.60  
Send s.a.e. for list, stating which Micro.  
Any cheques/P.O. to the following address:

## JR Software

Dept CVG5, 5 Brookes Court, Baldwin Gardens, EC1

Send SAE for full list stating machine

## MEGASAVE FANTASTIC SAVINGS

SPECTRUM		Atari		Amiga	
Sky Hunter	5.95	Back in the Future	7.80	Wizard	9.75
F.B. Bowling	8.95	West Bank	5.95	Commands	7.80
Expanding Port	5.95	Sky Fox	5.95	Lord of the Rings	12.50
Feight	7.49	Mafia	5.95	Skunk Daze	8.25
Raben of the Wood	7.49	Amazon Women	5.95	Erigma Force	7.80
Superman	7.49	Battle of the Planes	7.49	Magic's Revenge	8.75
Elite	11.95	Way of the Tiger	7.49	Rock & Wrester	7.80
Fighting Warrior	5.95	Max Headroom	7.49	Little Com. People	7.80
Zoids	8.95	The Force	7.49	Friday the 13th	8.75
Unlump	6.95	30 Games	7.49	Roller Coaster	8.95
Starquake	8.95	Bomb Jack	8.95	Konami Rite	8.00
Critical Mass	5.95	F.A. Cup	5.95	Young Ones	8.95
Sold a Million	7.49	Twister	5.95	Electric Slide	8.75
World Basketball	5.95	Heavy on the Magic	7.49	Art of Yacod	7.80
3 Weeks in Paradise	7.80	Treasure Hunt	5.95	Pha Pong	8.95
Lord of the Rings	12.50	Sam Fox Sin Palace	8.95	Pentagon	7.80
Commando	7.80	Hot Shots	5.95	Outlaws	7.80
Se. Feed	7.80	Off the Hook	7.49	Dragon, Skulle	7.80
Back to Skool	5.25	Burnin	5.95	Time Tunnel	7.80
Swords & Sorcery	7.80	Cornel	5.95	Desert Fox	7.80
Rock & Wrester	7.80	Power Boy	5.95	Super Bowl	7.80
Time Hawk	7.80	Crash Composites	7.49	Rare	11.25
Clash	7.80	Se. Combat	5.95	Hardball	7.80
Friday the 13th	8.75	Green Beret	5.95	Wild West	8.00
Wham & Mule Box	7.80			Letter of the West	7.80
Sentinel	7.75			Lower Basic	12.50
Roller Coaster	8.95			Round	7.49
Young Ones	8.95			Hunch Back Adv	6.75
War-Jad	5.95			Back to the Future	7.80
Mafia	5.95			Unlump	8.75
Yie Ar Kung Fu	7.49			Kung Fu Master	7.80
Rambo	5.95			Law of the West	7.80
Transformations	5.95			Amazon Women	7.49
Squid 40	5.95			Northlands	7.80
Pha Pong	8.95			Max Headroom	7.80
Clash	8.95			Edocon	8.95
Prison Hour	7.80			Bomb Jack	7.49
Gun Fight	7.49			The Force	7.80
Normal	5.95			30 Games	7.49
Pentagon	8.95			Twister	5.95
Winter Games	8.95			Way of the Tiger	7.49
Desert Fox	7.49			F.A. Cup	5.95
*Super Bowl	7.49			Atari	5.95
McDugan's Seeing	5.95			*Psi-S Trading	7.49
Zing	5.95			Fairlight	8.75
Art Studio	12.50			Grail Master Chess	7.49
Tutur Taptur	8.75			Green Beret	8.95
Hunch Back Adv	6.95			Star Division	7.49
Lower Basic	12.50			Top on the Snow	7.49
				Off the Hook	7.49

Postage included UK. Please state which micro. Part services  
Send cheques/P.O. to: MEGASAVE, Dept CVG, 4th Sutherland Street, Victoria, London W1

MAIL ORDER ONLY

ACCESS

ARRIBA ARRIBA  
WHOSE WHOSE  
GUESS WHOSE GOTTA  
ZE SOFTWARE  
RIGHTS TO ZE... 1986  
WORLD CUP? HOLD  
ONTO YOUR HATS.  
ITSA COMING SOON...



Pique

© SPORT ILLY PRODUCTIONS 1985

Official mascot FIFA World Cup 1986

# ★ ARCADE

## ● IRON HORSE

And now a trip to the deserts and prairies of the wild west where there ain't much of a low alibi.

citizens can do against a determined train robber. It seems that for once you play the bad guy which makes a welcome change. In Konami's *Iron Horse*, your aim is to run rampant down the length and breadth of a train picking up bags of gold and dodgingirate and indignant citizens. They nearly always catch up with you and I haven't yet worked out how you escape. A couple of horses gallop past in the foreground of the opening screen—they didn't look very metallic to me!

A cross-section of the train has been taken so that you can see the inside and contents of each carriage. When the posse of passengers come after you it is possible to dodge them by stepping out of their path into the background or foreground. They will then charge past without seeing you. Life is simple for the first screen, but later on the passengers start to fan out along that simple avenue of escape. Now the fighting starts.

You are given a choice of three modes of fighting at the beginning of the game—a lasso, a pistol or just fists. If you choose to punch your way out of trouble, your score will be higher as coming into contact with your pursuers is far harder than just flicking your lasso or firing from a safe distance.

Leaping from carriage to carriage can be dangerous as there is not enough room for two people to pass. Consequently, should you meet someone

Clare Edgeley, Ideas Corp's *Arcade Spy*, has been on the trail of the hottest new games to enter your Arcades. This month she takes a look at *Spelunker*. One of the first arcade games originally written on a home computer.



coming from the opposite direction, you have one of two choices—stand and fight like a man or drive up a ladder and onto the roof.

Man a rail can be found as there's but your pursuers are quick to follow and close off the two ends of the carriage by spreading out. Now you have to fight, and it's at times like this that the flame thrower comes in handy. It's rather like a wild west version of a smart bomb—you have it for only a limited period but it gets rid of everything on the screen.

To find it, just bump into the little man carrying a squarish green object—that goes flying and you must pick it up. Now the next time you're in a hot spot, just

press the fire button and a sheet of flame engulfs the area. It's great for getting rid of unwanted visitors.

When you choose one of the fight options at the beginning of the game, make sure you know which of the three fight buttons it corresponds to on the cabinet.

The music is catchy and is strangely reminiscent of one of those spaghetti westerns like *The Return of the Seven* or *The Good, The Bad and The Ugly*. It's a pity it doesn't continue throughout the whole game. As I didn't manage to fight my way down more than five carriages, I can't tell you how to escape. If anyone has got that far, or found any more secret weapons, write into *Arcade Action* and let us know.

## ● JAILBREAK

The warning bells clang and police officers wait as a jailbird makes a break for freedom.

With shooters at waist height, they gun down two prison officers before running past the main gates and into the town centre.

As the only cop on duty at the time it is your job to apprehend these criminals and take them back to the cell in *Block Maria*. Not surprisingly, the prisoners aren't too keen on this plan and put up a hard fight.

With only a pistol for protection and a cry of "Let's go, Roger" (who's Roger?)—eddy you drive into the almost deserted street.

Then at that moment a prisoner appears. Blam! Blam! The prisoner falls like he does a bystander. A huge cross appears on his back, just to let you know you've made a mistake. The idea is to protect the innocent and with this unfortunate incident, bang goes your chances of scoring bonus points and collecting a machine gun.

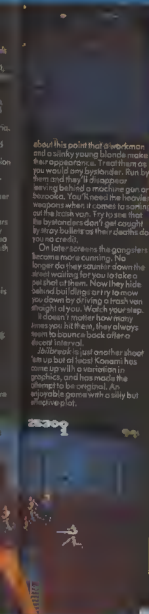
What is supposed to happen is the death of the gangster—he soon comes back to life to bug you.

The escapees can move surprisingly quickly considering they have half a ton of metal attached to one foot and they crop up in the most unexpected places.

In early screens watch out for the munition cover and the prisoner hiding beneath it before he takes you by surprise. It is at



# DE ACTION



about this point that a workman and a slinky young blonde make their appearance. Treat them as you would any bystander. Run by them and they'll disappear leaving behind a machine gun or bazooka. You'll need the heavier weapons when it comes to sorting out the trash van. Try to see that the bystanders don't get caught by stray bullets as their deaths do you no credit.

On later screens the gangsters become more cunning. No longer do they saunter down the street waiting for you to take a pot shot at them. Now they hide behind buildings or try to mow you down by driving a trash van straight at you. Watch your step. It doesn't matter how many times you hit them, they always seem to bounce back after a brief interval.

*JetBreak* is just another shoot 'em up but at least Kasumi has come up with a variation in graphics, and has made the attempt to be original. An enjoyable game with a silly but effective plot.



## ● SPELUNKER

Avoid phantom bats and fire-breathing insects, dynamite your way through rock faces and take a ride on a coal cart. Collect keys and treasures and shin up and down ropes. Skin monsters and find the doors which will lead to your ultimate destination—*Legendary Paradise*.

A levels and ladders game, *Spelunker* from Irem Corporation is fast, full of action and jam-packed with frustrating problems to get ground. That is not unusual in itself, but what makes it especially interesting is that the game is licensed from Brøderbund Software and was originally a computer game. Let's hope this trend continues.

You play the part of the seeker of Paradise and start your search at the top of the playing area. Straight ahead lies a magical ring guarded by a manic caterpillar, but descend by lift to the next level and you'll probably bump into a fiery monster. I chase the caterpillar—he seemed more friendly. If you time your actions you should be able to jump into the slug pit and kill it before it gets you. You are then free to climb a rope to the ring in your own time. A smart bomb will come in useful at this point.

The lift at the beginning of the

game gives you the choice of starting at any one of three levels. But to explore any further you have to start using automatic lifts and opening doors for yourself. The keys, your passport to explore, are colour-coded. Some are easy to get at, others are tortuous in the extreme, but they all take you closer to Nirvana. I wonder if, when you get to those poorly placed, whether they will open to offer us a glimpse of paradise? Somehow I doubt it.

If you get fired at by an insect, or tumble off the moving waterfall or get burnt on the coal seam, you'll lose a life—your status is given in a grid at the bottom of the screen. Each level has its own particular brand of nastiness and they are watchful guardians over the treasures. Occasionally you will find a bomb. Light the fuse and stand well back—it is a fast and effective way out of trouble.

*Spelunker* will take quite a bit of playing to get to the bottom of paradise and, I suspect, quite a few 10ps. If you wanted a quick description, I would say it contains shades of *Peter Pan Rat* and *Lode Runner* (which was also licensed from a computer game).

There are dozens of games like it but it makes a welcome break from steaming jungles and machine guns.

## ● PINBALL

The Amusement Trades Exhibition International, held in London displayed the new pinball machines, writes TIM SHARP. The general consensus of expert members of the Pinball Owners Association was that *Premier's Rock* was the best of the bunch. I liked Williams' *Comet* as well. Rock is the best thing yet from Premier, as good as some of the early 80's machines from predecessor Gottlieb. The most interesting thing about it is the sound—lots of rock music keeping the beat going all through the game. In fact, hitting targets or rollovers, creates new sounds which seem to be fitted in with the beat of the music playing at the time, making the rock sound heard unique to your particular game.

Williams' *Comet* is a machine which I liked as I'm interested in its theme of amusement park rides. It's the first pinball in which it is possible to score one million points in one shot—though it can only be done on the third ball and needs a lot of skill to get. The sounds on *Comet* and the screaming passengers and rattling wheel sounds, motor cycle engines rev of the cycle jump, ducks quack at the shooting gallery, train whistles blow and voices call out at you to try the various rides. Altogether a very enjoyable game to play with three ramps (corkscrew, roller coaster and cycle jump) and several other types of fairground "rides" to sample.

There was a pin from Game Plan called *Cyclopes* and, again some P.O.A. members liked this multi-ball machine. Billy had yet another in their long line of pop theme pinballs with *Eight Ball Champ* I didn't even bother playing it—can't they come up with something new?

From Italy came *Pool Champion* and *Black Ball*, both from Zaccaria. The *Black Ball* should appeal to the martial arts fans.

There was a really excellent video pinball—the best I've seen, with four different levels—like four different machines. It looked so incredibly realistic and was rather cheaper than the genuine article.

# M I C R O S E L L

MICROSELL — It costs only £1 to advertise in Microsell!

• **50 Spectrum** games for sale including Frankie Goes to Hollywood, Cosmic Wartard and Winer Games. All games excellent condition. All 50 for £60. Phone Nottingham (0602) 874167 and ask for Richard

• **Atari games system** + adaptor + 2 joysticks and £225 worth of cartridges, including River Raid, Phoenix and Pacman all for £70. Quick sale! I also wish to buy a CBM64/48K Spectrum with data records games, joystick and interface. Tel. Jez on (0782) 618519 Ivy Cottage, Lymes Road, Seabridge, Newcastle-U-Lyme, Staffordshire ST5 4DR.

• **48K Spectrum** includes: professional keyboard, manuals, books, magazines, cassette rack, 25 games and Atari joystick asking only £1 00 phone 01-802 0986 (in the evening).

• **Cub colour monitor**, 48K Spectrum, DK Tronics keyboard, tape recorder, joystick and programmable interface, worth £5004. Will take £300 now. Telephone 076676 2712 or write to 48 Pengwryn, Blaenau Ffestiog, Gwynedd.

• **Memotech MTX 512** computer including software. Bargain at £30 00. No reasonable offer refused. Also Memotech software for sale. Most level 9 games £4.50 each plus many other titles from £2.50. Phone (0622) 859744

• **Amrad games** to swap and sell. I have Winter Sports, Hyper Sports, DTSD Decathlon and many many more. Would like Gyroscop Superlaid etc. etc. Write to Joe Le Sage, 138 Wellmeadow Road, Catford, London SE16 1HP

• **48K Spectrum** with data recorder, interface, joystick, £330 worth of software, Crash magazines. Boxed and in very good condition. Will sell for £120 or swap for Commodore 64 with accessories. Phone Eastbourne (0323) 768243.

• **Atari users**. If you're interested in joining our magazine-based user-group, then contact Paul Hollins 114 Queens Road, Chadwell, Hulme, Cheshire SK8 5HS. Telephone (061) 485 1126. Also basic and machine code programmer, please get in touch. Any Atari user in the worth can join.

• **Dragon 32** in good condition with leads £20. 20 original games including Speed Racer, Tim Loves Cricket, Jet Set Willy, Mr Dig and Juniors Revenge. £20. Contact Paul Colwell, 15 Saint Mary's Road, Oxford OX4 1PZ

• **Commodore 64** games to sell. Titles include TLL wing Commander, Mutant Camels, Death Star, and many more. Send see for list to Jeremy McDougall, 19 Oakfield Road, Colcot, Barry, South Wales

• **Vic 20** software for sale. Will sell games £1.00 a piece. M. Blaster, Jockman Defender, Crazy Cowey, Rockman, RIP S Scramble, K. Tut, Hekiki and 3D maze or swap all the games listed for visions snooker or games designer. Send me a letter and send it to Michael Smith, 3 Front Way, Kings Lynn, Norfolk PE30 2LU

• **Games for Spectrum 48K** some new titles plus Curral Speech sell for £90 or swap for Graphpad. Telephone 0461 25285 or write to La Mouette, Green Lane, St Peter's Port, Guernsey, CI

• **Spectrum 48K**, Rem-Turbo interface, Kempston joystick and 32 software tapes which include many top new titles. All worth £300. Will sell for £125. Phone 639 3872 after 4pm.

• **T199/4A console** with Speech Synthesiser. Extended basic, word controllers, cassette cables, TI Thermal Printer, 8 rolls of paper, 29 TI programs, 18 module, 11 cassette, 98er mags. Complete with all instructions as unused. Cost £1350 sell £350 01 806 1901

• **Wanted: 16K** switchable Ram Peek. A joystick, any games except New York Blitz for the Vic 20. Must be good condition. Telephone 562351 (0482) after 4.30pm. Ask for David

• **Amrad owner** wishes to swap/sell/buy disk or cassette. Please Chris Gibson on 0734 794506 or write to 24 Murray Road, Wokingham, Berkshire RG11 2TB

• **Atari pentaple** wanted all over the world to swap disks and games, disk only. Please contact Fred Wiefelmann, Domela Nieuwenhuysstr 21, 1069 SK Amsterdam, Netherlands.

• **Atari games** originals on disk. Cassettes and cartridges from £4.00. Telephone Dave on 0926 315612 after 6pm.

• **Spectrum software to sell**—Exploding Fish, Steve Davis Snooker, Hypersports, Select 12 games—£4. F.B. Boxing, Match Point, D.T. Decathlon, Rocco, Match Day—£3.50. Telephone kDolot 81 8748 after 6pm.

• **Winter games for the C64**. Unwanted Christmas presents. Special edition, £5. Write to Michael Lacey, 4 Silverdale Close, Retford, Notts DN22 7XP. Telephone Retford (0777) 705405

• **Vic 20 for sale**, C2N recorder, 18K Rampeck, 21 games, 2 cartridges, £85 00. N. Henderson, Scalesby Mill, Scalesby, Carlisle, Cumbria CA6 4LF.

• **Spectrum 48K** picture drawing programme for sale. Kempston joystick only. Tape £3.99. Microdrive £4.99. Please send s.a.e. + cheque or postal order to R. Hutton, 39 Lulworth Crescent, Downend, Bristol BS1 8BZ.

• **Spectrum 48K** games to swap. I'd like to Goones, Friday the 13th, Winter games, Starstrike 2, Critical Mass, etc. Will trade for other new games. Exploding Fish, Rambo, Now Games 1 and 2 etc. Send me your list and I'll send you mine. Sampo Jukarainen, Espoo 15, 02940 Espoo 83, Finland

• **Spectrum software** £15 — set of 50 games including Jetman Kong, Zoom, Pacman £2 each — JSW II, Beachhead II, Stenon, Hampshead, Hobbil, Pole Position, Red Arrows, Alien 8, Decathlon £4 each. 2 sets of games with 15 games on each. Apply 45, Collage Ave. Clonmel, Co. Tipp. Ireland. Telephone (22486). Please Hurry.

• **Commodore 64** software for sale. Many titles including Tri Na Nog, The Hobbit and Spy Vs Spy. Tape only. From £1.00. Send s.a.e. to Helen Young, 43 Ashleigh Road, Emsworth, Devon EX8 2JY or phone Exmouth 263331

• **Spectrum 48K**, tape recorder, over £120 of software including Exploding Fish, Bruno, Nightshade, Highway Encounter, Arcade hall of fame and many magazines. Worth over £300, bargain at £100. Telephone (0548) 550743.

• **Looking for a bargain micro** or software. Write to A. F. Stanley, 1 Marlin Close, Hiersau, Eford Essex IB 3XL. Enclosing a sae

• **Bargain: Colevision console**, plus 32 games including Baseball, Rocky and Decathlon. Also turbo Steering Wheel and super action controllers worth over £1000 all boxed with instructions in brilliant condition bargain at £350 00 will sell separately. Phone (061) 792 7289 Sunday-Thursday after 6.30pm.

• **Mattel Intellivision console** for sale with 11 games including B17 Bomber. Also voice model and dust cabinet. All in brilliant condition and boxed with instructions. Bargain £120 00 will sell separately. Phone (061) 792 7289 Sunday-Thursday after 6.30pm

• **The Completion**, E.T., Rhythm Rocker and the Theme to Rambo. All in one box if you send £4.50 to Paul Seal, 66 Glasshouse Hill, Codnor, Derbyshire. Offer closes April 3rd.

• **Amrad DPC 464** with colour monitor. £160 software including The Quill and Yis Ar Kung Fu. Joystick, magazines, all in superb condition £250 also AMX Mouse (brand new) £60. Telephone Carlisle 37592.

• **16K (switchable) Vic 20** — £75. Includes cassette unit, Quickshot joystick, dust cover, programmers aid cartridge, chess cartridge and £80 + worth of educational and games software. Telephone (01) 383 9020

• **Commodore 64** software for sale. All originals. All at half price. Titles include Summer Games II, Elite, Exploding Fish, Theloning 3 sons. Write to A. Tate, 85 Angley Way, Dunblane, Perthshire FK15 9DY

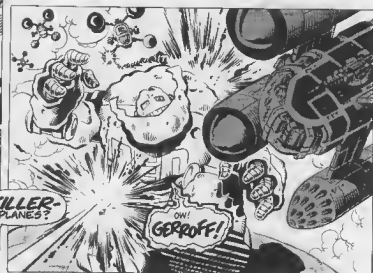
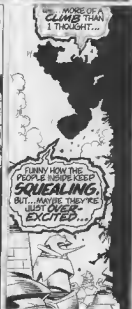
CONTINUING THE ADVENTURES OF  
THOSE RIDICULOUSLY RANDOM ROBOTS... **THE BLUE HUNTERS** in...

# RED GOES ARE!



SCRIPED BY HENRY ART: JERRY JAKS AND GARRY LEACH.











TO BE CONTINUED...NEXT ISSUE!

...entire and while they travelled, eager with anticipation. The crème de la crème of Britain's computer games industry was making its annual pilgrimage to London for the Computer Video Games Golden Joystick Awards for 1985.

Anybody who's anybody in the games world was there for what has become the most prestigious award ceremony in the industry.

And C. VG really pushed the host out. Literally. We hired a plush Texaco-style host for an afternoon of crisscrossing up and down, never enjoying champagne, wine and a zip-up meal. Not only that. Josh Halland, a noted presenter of The Tube, it's London's premiere rock show, was there to press the awards with C. VG's editor, Tim Metcalfe, resplendent in bright red suede shoes.

The Golden Joystick awards are extra special because you, the readers, vote for them. What you a count.

For the past two years, Ultimate walked off with the two top awards, that of Game of the Year and Software House of the Year. But Melbourne House has broken that dominance by taking both awards. The Way of the Exploding Fist was just unbeatable in 1985.

The full results are printed elsewhere on this page, but the other Golden Joysticks went to Activision for Little Computer People as Best Original Game of 1985, Level 9's Red Moon as the Best Adventure Game, 1985, Captured The Best Strategy game award with The 4th European, Elite's 1st command game top for The Best Arcade Style Game, Steven 1985 was voted Top Programmer for his work on Wizard & Lair and Stratique for Bubble-bus.

There were only one real disappointment about the Golden Joystick Awards. And that was because we could not invite all C. VG's readers long for the day.

(But you weren't forgotten. In their acceptance speeches all the software houses said a big thanks to you for taking time and trouble to vote.

Now we're looking forward to the 1986 C. VG Golden Joystick Awards, which will be held at the beginning of next year.

# GOLDEN JO



# JOYSTICK AWARDS



**Game of the Year:** Way of the Exploding Fist/  
Melbourne House  
Runner-up Elite/Firebird  
Commended: Summer Games II/Epyx-US Gold.

**Software House of the Year:** Melbourne House  
Runner-Up: US Gold  
\* Commended: Elite, Firebird

**Best Original Game of 85:** Little Computer People/  
Activision  
Runner-up: Spy Vs Spy/Beyond  
Commended: Parodroid/Hewsons

**Best Adventure Game of 85:** Red Moon/Level 9  
Runner-up: Gremlins/Brian Howarth, Mike Woodruffe  
Commended: Bored of the Rings/Delta 4

**Best Strategy Game of 85:** Theatre Europe/PSS  
Runner-up: Shadowfire/Beyond  
Commended: Battle of Britain/PSS

**Best Arcade-Style Game of 85:** Commanda/Elite  
Runner-up: Hypersports/Imagine  
Commended: Drapzone/US Gold

**Programmer of the Year:** Steven Crow (Wizard's Lair,  
Starquake)  
Runner-up: Jeff Minter (Colourspace, Batalyx)  
\* Commended: Andrew Braybrook (Parodroid, Uridium),  
Bo Jongeborg (Fairlight, The Artist)

\* Tied vote

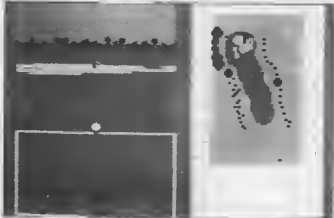




# C+VG COMPETITION



## GOLF COMPETITION



What's a computer freak's main handicap? Not buying *Computer + Video Games* each month for one. You miss out on all the nice things in life — such as this chance to win a trip to the British Open Golf Championship this summer.

So if you'd like to get some hints and tips from some of the best golfers in the world, then read on.

The competition is based on golf and Ariolasoft's exciting new game *Golf Construction Set*. The Commodore 64 game enables you to build a golf course to your own specifications, either your local course or the most difficult championship course — with a three dimensional view of each hole as you play it.

Four of Britain's top courses are also included — The Belfry, Wentworth Old Course, Saxonsgdale and the Royal St George, Sandwich.

Ariolasoft will fly the winner of the competition plus a parent to the British Open at Turnberry, Scotland, on Saturday July 17th. And back, of course.

The 50 runners-up will receive Ariolasoft t-shirts and badges.

All you have to do is answer the following questions. If you have trouble, get a golf-mad dad to help. Most are general golf questions. Others refer to the *Golf Construction Set*. If you haven't played the game, you may have to guess at these.

Send your answers, with a tick against your choice, to Golf Competition, *Computer + Video Games*, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is May 16th and the editor's decision is final.

1. In the game of golf a bunker is
  - a) a concrete abelter
  - b) a bed
  - c) a sand trap
2. How many holes are there on a championship course?
  - a) 18
  - b) 32
  - c) 14
3. Seve Ballesteros comes from which country?
  - a) Spain
  - b) Italy
  - c) Rumania
4. In golf what does a 'Birdie' mean?
  - a) taking your Photograph
  - b) a bodge in a cage
  - c) one under par score

5. What does 'fore' mean?

- a) the number of shots
- b) watch out there's a ball coming
- c) plus four trousers

6. What is a Tee?

- a) a drink
- b) an invitation
- c) a support for a golf ball

7. What are caddies for?

- a) carry golf bags
- b) model clothes
- c) hold tea

8. Which one is a famous British player?

- a) Sandy Lyle
- b) Tony Jacklin
- c) Peter Ellis

9. What is the maximum number of pieces that can be used to make a hole:

- a) 76
- b) 80
- c) 84

10. What is the maximum wind speed that can be defined?

- a) 40
- b) 35
- c) 20

11. How many strengths can the player select his shot from?

- a) 5
- b) 6
- c) 7

12. Which key returns you to the menu during a game?

- a) Restore
- b) F7
- c) Run/stop

Tie Break: mark where you think the golf ball has landed in the picture.

Name \_\_\_\_\_

Address \_\_\_\_\_

# M I C R O S E L L

**MICROSELLS** — It costs only £1 to advertise in Microsell

• **Atari 1050 disk drive**, Goonies, Mercenary, Master of the Lamps, Donkey Kong and much more for sale. **WANTED** Vectrex and/or Games Missile Command + any VCS games. Tel: Jonathan on 021-355 2626

• **Unwanted gift for sale**. Commodore communications modem. Boxed and complete with subscription to computer. Totally unused open to offers. Tel: (0773) 44362 after 6pm and ask for Matthew. Also Commodore software for sale.

• **Spectrum 48K software** to sell. All the latest games all very original. J. Graue, Schout Offemans 40 60GZXT Roermond, Holland.

• **Wanted adventure tapes** for Commodore 64 especially level 9 will buy singly or bulk. Send list with asking price to Sharon Lowndes, 39 Cornwall Road, Bordon, Hants GU35 9PP.

• **SI Atari User Group** for Atari owners wishing to contact other groups in UK or abroad. Many programmes for exchange. Send list to 26 Bromley Gardens, Luton, Beds. or Tel: 0582 865124.

• **CBM 64 games to swap**. I have Elite, Summer Games II, Winter Games and many others. The games are on tape (all letters answered). Write to: Christian Hammen, Degersheimstr. 7, 07900 Lousa, Finland.

• **Atari User 1** will swap 130 games all tape for good condition Atari disk drive, any model. Games — Tapper, Dropzone, Elektraplode, Mercenary, Zorro etc. 021-747 2875 after 5pm ask for Mike. 369 Colleshill Road, Hodge Hill, Birmingham, B36 8BQ.

• **More than 50 magazines** to sell, old and new from 10p to 30p, the whole lot is worth £45. Sell for £10, will sell in bundles. They include Sinclair User, Sinclair Programs, Your Computer, Input and more. Also Spectrum software to swap or sell. Write to: Jon King, 3 Portsmouth Terrace, St Ives, Cornwall, TR26 2DQ.

• **48K ZX Spectrum** DK Tronics keyboard interface I. ZX microdrive software, and very reliable tape recorder. Cost £350 except £150 ono. Tel: (0544) 603, 5pm-9pm.

• **CBM 64 Software swap** on disk and tape, large selection. Write to: 146 Ashbourne Way, Bedford, BD2 1ES, England. All letters answered.

• **Cheap software** for most machines, send a s for full list to: Mr Clarke, 10 Emme Court, Harpenden, Herts, AL5 1SS.

• **Acco n Elect on joystick**. (Quick shot two) interface excellent condition. Over £1 00 of software. Chuckie egg, Boffin Guardian. All leads manuals and magazines worth £350. Will sell for £185. Tel: (0625) 525212.

• **For sale**. Vic 20 data recorder, switchable Ram pack. 12 great games and four game cartridges. Also introduction pack and manual. Transmitter and all leads included, £70 only. Tel: (040581) 277 after 6pm.

• **Atari games for sale**. Disks and cassettes. Up to date releases. Very reasonably priced. Send a s for list.

• **Atari Software** for sale or swap. All originals. eg. Romex GT, Keaborn, Plattermania, Princess and frog, disks: Invasion Orion, Andromeda Nough Attack, Race in Space, Pethinder, plus others and some cassettes. Also Xenon I and invaders for Ono, £5 the pair. Tel: (0892) 74037 evenings or weekends.

• **CBM user** would like to swap software disk only. Contact Peter, 123 Colman Avenue, Beverley, North Humberside, HU17 9QE or phone (0482) 864058 anytime.

• **For sale**, Spectrum 'Y', recorder, D.K. Tronics interface and Quickshot II. 56 games including Rambo, Exploding Fist, Bruce Lee, Commando, and Spy Hunter. Will sell for £100. Tel: 476 7099 for details. Ask for Stuart.

• **Atari software** for sale. Atchon Tapper, Bounty Boy, Solo Flight, Bruce Lee, Worm in Paradise. £4 each. Atchon Baki, £1. Spy Hunter, Temp of Aphel, £5 each. Atari computer tapes £1.50. Beginners' machine code £5. Tel: Dean St. Henworth 8961612.

• **Atari computer** games for sale. Elektraplode, Mercenary and about 90 other originals from a collection of over 1,000 files which I am prepared to swap from our computer club. For

further details please contact Tony Skelton, Atari User Group, 'Falcon', Gragbale Lane, Five Lane Ends, Skelton, Doncaster, S. Yorks. Tel: (0502) 721732.

• **Commodore 64 software** to swap. Disk or cassette. Top titles include Commando, Fight Night and Frank Bruno Boxing. All letters replied to. Write to: Michael Hislop, 14 Reduth Avenue, Liffak, St Helens, Merseyside.

• **All software** wanted to swap. 150 titles, call Karl on 01-697 0576, after 4pm. (Disk only).

• **Commodore 64**, 11 months old, complete with data cassette unit and joystick. Wide range of software including soccer cartridge and numerous cassettes, Zzap 64 magazines £160 ono. Tel: Dunstable 609315 after 4pm.

• **48K Sinclair** for sale. With tape recorder and leads, mags, books, joystick interface, case and games that are worth £120. Altogether worth £300, will sell for £125. Will sell spectrum separately for £50, games for £4.50 each or all for £80. 28 games in all. Will swap for CBM 64 and games. Tel: (0734) 780852. Ask for Dan.

• **CBM 64**, 5 months old + Data recorder + 8 months joystick + dust cover + £350 worth of original software including: Elite, Mercenary 2, Summer Games II, Pistol II, Exploding Fist, Spy Vs Spy II, Commando, Paratoid, Little Computer People, Impossible Mission + 33 others. Worth £575, sell for £400 or swap for Amstrad CPC464. Colour or CP128 (Colour or Breen Screen) + games. Tel: Tiling (044282) 2536 and ask for Michael, evenings only.

• **Australian CBM 64** owner wishes to contact British and European users to swap games. Hundreds of titles/tape or disk. Send list to Simon Stuart, 40 Mangrove Street, Evans Head NSW 2473, Australia.

• **Spectrum and Amstrad** software library, free membership. Latest titles. Cheapest in Britain. To join send a s to: The Software Specialists, 7 Galloway Hill, Cnaff, Perthshire, PH7 3HF.

• **Commodore 64**. Owner wants to swap programme and ideas.

Have CA 600 programs, disk only. Send your list to: Roger Holmen, M. Bokkest, 20 3250, Larvik, Norway. All answered.

• **Wanted Commodore 64**, will exchange for Spectrum + with 12 months guarantee + games. Will also include joystick interface and tape recorder. Tel: Wayne on 021-356 9788 after 4pm weekdays, anytime weekends.

• **Vectrex games wanted**: Pole Position, Dark Tower, Pole Rescue, Star Castle, Baiter-Up also light pen cartridges. Animation and Harplane Plus. Webwreath and any 3-D games for use with 3-D manager. Tel: C W 866349 or write to M. Farrell, 24 Coronation Gardens, Shenkin, Isle of Wight.

• **Atari User 1** Subscribe to C Mos, The Newsletter for Atari games enthusiasts. Send £4 to Alan Whistley, 48 Cameron Crescent, Buckle, Banffshire, Scotland, or send £1 for a sample copy.

• **Atari computer** has lots of software to exchange on disk only. Tel: Andy on Plymouth (0752) 744224 anytime or evenings for further details.

• **48K Spectrum** plus with complete cassette recorder and software. Boxed and in new condition. Will sell for £100. Tel: 021-779 3399 after 3pm weekdays or all day weekends.

• **Commodore 64** home computer for sale. Plus C2N cassette unit, joystick and Kempston FT joystick, 40 titles including International Soccer, Football Manager and Sabre. Will swap many computer magazines boxed as new, with long guarantee. £150 ono. Tel: 01-204 1725. Ask for Mark.

• **Software wanted**, Atari only. Rome cassettes or disks. Have to be original up to seven pounds for each program. Write to: Vincent Campton, Ludlow, Ewll, Porthouse, Co. Leake, Ireland. Sending name of program.

• **TI-99/4A cassettes** all originals. Snake Space attack with pack, £2. Panic on Titanic, Soccer Supremo, Blackbeard's Treasure, Mania, Penitence £2.50 each, Super Frogger, Ghost Town, Golden Voyage count £3.50 each. Adventuremania Beneath Stars twin pack £4.50. Tel: (0477) 37372 after 6pm.



# Pen Pals Page

• I own an Amstrad CPC 464 with 3" disc drive and I would like to have penpals from anywhere. If you are between the ages of 12 and 17, please write to me

Tobias Schröder  
Heserwinkel 10  
2112 Jesteburg  
We Germany

• If you are a BBC owner and would like to swap hints tips and games, please get in touch with me, c/o Computer and Video Games

Scott Lafferty  
Fife

• I own an Acorn Electron and would like to hear from other Electron owners, to swap and compare ideas. I would like to make friends with anyone in Britain, please get in touch.

Robin Duerden  
London

• I am an Atari owner with cassette recorder and disc drive. I have hundreds of titles on both cassette and disc and would like to contact other Atari owners to swap games etc.

Mark Topping  
Bath

• I am a Vic 20 owner and my favourite kind of software is adventures and platform games. I also write a lot of my own games. I am 15 years old and would like a pen pal about the same age as me.

Mark Orman  
Gloucester

• I would like to hear from anyone who has a Vic 20. I don't know anyone else who

owns a Vic 20, so if you would like to put me out of my misery and talk with me about adventures and swap games please write to me soon.

Brian Lee  
22 Canora Street  
Blackburn South  
Victoria  
Australia

• I have just bought an Atari 130XE and as I am just starting to learn Atari's basic I have not got round to discovering any software. I would like to correspond with 800XL/130XE owners

anywhere in the world for exchange of ideas, programs and software. I also own a Spectrum, so if any Spectrum owners would like to get in touch, please write to Sergio Trigo Tavares  
Rua General Silva Freire  
151,4D  
1800 Lisboa  
Portugal

• I own an Atari 800XL, tape player and disc drive. I am looking forward to buying a printer. I have also a lot of Atari games and educational programs and I would like to share these with other Atari owners from all over the world.

Fares Daoud  
PO Box 805  
Jebana  
Jordan  
Bahrain

• I am a Spectrum 48k owner and I love all games — except text adventures. I would like to make contact with Spectrum owners all over the world with a view to talking, mapping, poking

and swapping software. If you do write to me please include a list of your games.  
Dezzy Gibbons  
Co Meath

• I am a Spectrum owner and I collect games I would be interested in someone who would like to swap software, hints, tips and pokes. I would like to be contacted by anyone, from anywhere as soon as possible. Please enclose a list of your games.

Stephyn Mulgrew  
Glasgow

• I own a Commodore 64 and would like to have penpals from anywhere. Just write to the address below and I shall write back.

A Kateem Mohamed  
House NO 542  
Road No 2518  
East Rifa 925

• I think I must be the last One Almost owner, as I never see any news or games for this computer anymore. If there is even just one more owner somewhere in the world please could you write to me.  
Edward Gething  
Manchester

• I am a Commodore 64 owner here in the States and I would love to get in touch with any British C64 owners. Please contact me at  
Lance Spreter  
115 Kroner Dr  
Collinsville  
IL 62234  
USA

• I am a 21-year-old Spectrum owner and would like

to hear from other Spectrum users who would like to swap tips and pokes. I have over 200 games.

R. Vickers,  
Cheadle Hulme,  
Stockport

• I am an Atari 130XL owner and would like C+VG to help me (and friends) in other parts of the world. I also have a disk drive and cassette and would be interested in swapping ideas and programs etc.

Essa Tabet,  
Irbid  
Jordan

• Hello computer owners. Please could one of you be my pen pal? I'm interested in hearing from Spectrum owners so we could swap hints, tips, high scores etc.

R. Wright,  
Matlock,  
Derbyshire

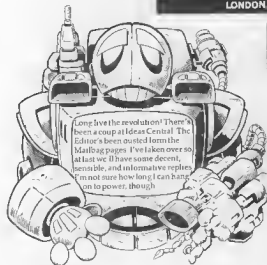
• Anyone want to be penpals with a New Zealand computer owner? I'd like to exchange tapes etc.  
Richard Beach,  
Wellington,  
New Zealand

If you would like to get in touch with any of the C+VG readers featured on this page then simply drop them a line, core of Computer and Video Games. Mark your envelope with the name of the person you want to contact and send it to Computer and Video Games, Pen Pals, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. We'll pass your letter on.



# Mailbag

COMPUTER + VIDEO GAMES  
30-32 FARRINGTON LANE  
LONDON EC1A 3AU



Long live the revolution! There's been a coup at Ideas Central. The Editor's been ousted from the Mailbag pages. I've taken over so at last we'll have some decent, sensible, and informative replies. I'm not sure how long I can hang on to power, though.

● About a year ago in your magazine you did an article on Planet Photon in Dallas, which was a very good piece of information. Now, in this article you said that franchises had been sold to various places including London, which would be operational in late 1985. If this is now open, or if there is a Planet Photon in Britain, can you give me an address to get more information about it.

Do you also know if one is to be opened in the near future?  
Matthews Norman  
West Midlands

Otiss says: Er... Er... You've got it there, Matthew. Nothing in the memory banks about that. Before my time. No wait, the Editor's yelling that something similar to Planet Photo is planned for Great Yarmouth.

● After reading your review of 'Blackwyche' in C+VG's November issue I sent off to 'Unisolt' to purchase the game. Six weeks later I have not received the game or a reply within two weeks. As I bought the January copy of your magazine a few days ago, I notice that there was no 'Unisolt' advert. Has the company gone

out of business? It may be that I am a victim of the length of time it takes for your magazine to reach here. However, if everything is above board, I should at least get my money back. If the company is still in business, all I can say is that I am disgusted that anyone is unscrupulous enough to rip off people because they live a long way away and have no means of comeback. These sort of people should be prohibited from dealing permanently. Still, I have not given up hope of getting the game or at least my money back and any pressure you could bring to bear would be greatly appreciated. All this uncertainty in mail-ordering would be removed if you could extend your software service to other countries. I would be quite willing to pay one or two pounds more for the security of knowing that my order was being dealt with by someone reputable whom I could trust.  
Simon Healy  
South Australia

Otiss says: All right, all you mailorder houses, it's time you got your act together. If not, Big Red will be dropping in on you—from 1,000 feet.

● I sent away for a modem from Modern House on the 14th October 1985. After waiting two months the modem had still not arrived. I phoned them many times, but I got the same excuse 'We are waiting on the new Mustang cardedge'. I got a bit fed up of waiting so I cancelled it.

Everything went fine they said and the cheque would be sent straight after the New Year.

I am still waiting on the cheque to arrive. I phoned them every week but I always get the same excuse. Two weeks ago they said it had been posted, but the mailbag containing the cheque had been lost. I phoned later in the week and they said it hadn't been posted. I phoned today and they said they had definitely posted it — 7 days ago! Can you help.

John Galloway,  
Dumfries

● Over the last couple of months I have noticed the amount of photos you have of your team. It first started off with 'Combat Zone' and then a few pics of your assistant and the editor. But I have one complaint, we have never seen a picture of the Deputy Editor. Why? Is he that bad. I think it is a good idea for the readers to know what the people behind the scenes are like. So please could you print a picture of him to relieve my misery.

An admirer,  
Isle of Skye

Otiss says: Our publicity — shy Dep. Ed. has never been photographed. He says he hates 'the cult of the personality.' Anyway, how can you be an admirer if you've never seen him? I bet you're his aunt, admit it!

● Okay, you bunch of freaks, just who is Morgan Gibbons and why was his name on the contents page of your April issue?

I've asked all my friends if they've heard of him and all I get are blank faces. Is he some newly-discovered computer genius? If so, why was there nothing else

about him in the mag? I don't think he really exists. I think the editor made him up to satisfy his warped and twisted sense of humour. I know he has a warped and twisted sense of humour because I read C+VG each month.

Please tell me if he's driving me mad.  
Steve Taylor,  
Enfield

Otiss says: All right, Steve, we'll come clean. Morgan Gibbons does exist. He's 14 and lives in

Harlesden in London. He wrote to us saying he had bet his brothers 50 pence that his name would appear on the contents page. We decided to play along for a laugh. It's as simple as that. But, please note, we won't be doing it for any other people.

● I have been buying Computer + Video Games ever since the new look was introduced.

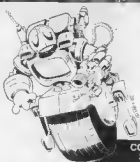
It is possible in the future, you could have a feature on spin off games from TV and films. So many games from these days originate from one of these mediums. Also, can you let us know any games based on other sci-fi films will be coming out in the future as these are my favourite.  
Sikh Bishop  
The Wirral

Otiss says: No. Why should we? What? The Editor's nodding. I presume that means he agrees with you, Seth.

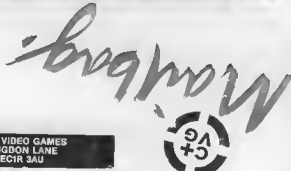
● Why don't you get rid of the listings in C+VG? They are so BORING! And half the games you print don't work. OK, the Games Book was a nice idea but you could devote the space to something more interesting and useful like hints and tips or even more reviews.

Let's have more games guides like Urdium and Mercenary





COMPUTER + VIDEO GAMES  
30-32 FARRINGTON LANE  
LONDON, EC1R 3AU



instead of the ancient listings  
Most of them seem to be copies of  
commercially available games  
anyway

Come on C+VG — do  
something about it!  
Robin Webb,  
Stoke on Trent

• Don't think I'm complaining  
but why on earth do you still  
print program listings each  
month? Do people really sit down  
and spend hours typing them in?  
And what is the end result? With  
the best will in the world the  
game is never stunning

Why not use the space for more  
features, reviews, competitions  
etc  
John Dockley,  
Ware

Ottis says: We  
dropped the  
listings this  
issue, Robin,  
and gave the  
space over to our  
Elite guide. But  
what do the rest  
of you think. Are  
listings outdated? Or are they a  
source of cheap software? Let us  
know what YOU think. I think  
there is an ulterior motive here. If  
the listings go what happens to  
the Bughunters? Unemployed  
robots, that's what.

• I am writing to complain about  
one of the companies you have  
been doing a special offer with —  
System 3. I saw their offer in your  
February issue. I sent off right  
away with a cheque for £6.00.  
One month passed and I had had  
no game or explanation, so I  
awaited eagerly the arrival of  
C+VG's March issue to see if  
there was anything in there. But  
no, just another coupon, which if  
I had waited for I could have  
saved myself another £1.00. To  
top it all, I have now received a  
letter from System 3 saying that  
the Alan version is not going to  
be available for another 8 weeks.  
My friend who also wrote away,  
received her cheque back with a  
letter saying that the BBC version  
will not be coming out. Come on  
C+VG what's happened — all this  
time we would be just as well  
waiting for it to eventually appear  
in the shops. What's wrong with  
System 3 — last year we had the

same trouble waiting for  
International Karate  
Victoria House,  
Stratford

Ottis says:  
Shame on  
System 3.  
£6.00, hie,  
boo. When  
we agreed to  
run the offer,  
we also  
thought the  
games would be out fairly soon.  
Sorry end all that. Big Red is even  
at this moment waiting outside  
the System 3 office block  
swinging a very large bit of  
twisted metal. I think it once was  
a lamp standard. Anyway you  
know what will happen if they  
don't come up with the goods  
soon...

• I think your competitions are  
really ace! No other magazine  
encourages young artists like  
myself to exercise their talents in  
drawing. In the future could we  
have a competition to design a  
record sleeve or even a video box?  
I also like drawing aeroplanes  
and cars so maybe a competition  
to design a jet or car of the future  
could be considered. Anyway  
keep up the good work.  
Patrick Jameson,  
Dublin

Ottis says:  
Craig, our  
part-time  
designer,  
also likes  
drawing cars.  
He draws  
hundreds each  
day. He also makes lots of  
"Brimm, Brimm" noises. Still,  
he seems happy enough

• I would like to make a point to P  
Thacker of Watall who thought  
you were trying to make  
everyone like the Spectrum due  
to the amount of reviews and  
news you have for this computer.  
If he had counted the amount of  
reviews in your February issue he  
would have noticed that there  
were a total of 37 and only 6 were  
for the Spectrum. So, I don't think  
you are being biased, in fact over  
the last couple of months I have  
even noticed a few BBC and Alan  
reviews creeping in

One last thing. Since I own a  
Spectrum would it be possible in  
the near future to upgrade my  
computer to a 128K. I would be  
grateful if you could give me an  
answer to this.  
Rupert F-Smythe,  
Chilton, Bristol

Ottis says:  
We  
understand  
that there  
won't be  
any upgrades.

• Who wins your competitions?  
It has been nearly 6 months since  
we last saw any competition  
results in your magazine. Is it due  
to the prizes being so good that all  
the staff want them for  
themselves? Come on, if we enter  
a competition we like to be able to  
read if we have won or not and  
not sit and look for the postman  
each day to discover if there is a  
prize there  
John Simpson  
The Lizard,  
Cornwall

Ottis says:  
We'd also  
like to print  
all the  
results but  
we just don't  
have the  
space each month.

• If you like games, here is your  
chance to join one of the UK's  
leading software design studios  
Tigress Marketing needs  
someone to work full-time to help  
them develop their game designs  
from storyboard through to  
finished product. We don't  
program or publish software, but  
we work with some of the most  
successful software publishers

If you have a good appreciation  
of a wide variety of game styles  
and knowledge of systems  
ranging from Spectrum to 68000-  
based machines and you can  
work to the high standards  
needed in the software world,  
then write, enclosing a CV, to:  
Beth Wooding, Tigress  
Marketing Limited, Suite 12, 66  
Upper Richmond Road, London  
SW15 2SQ  
Beth Wooding,  
Tigress Marketing,  
London

• I would like to inform your  
magazine, of a new MSX Club.

The club will cost five pounds to  
join, and for that fee, you will  
receive eight magazines a year.  
Within the magazines are  
reviews, a business section, hints  
on playing games, listings,  
special offers, basic  
programming techniques and a  
variety of other articles,  
including MSX news

After the first year of  
membership, the club will cost  
three pounds, to renew. We also  
intend to put pressure on  
magazines, to do more articles on  
MSX, instead of the Commodore  
and Spectrum. Your magazine  
does not totally neglect the MSX  
like certain magazines I could  
name

P. J. Morgan,  
The MSX Club,  
230 Dunsant Rd,  
Dunston,  
Suffolk SA2 7SR

• Since there have been quite a  
few new machines released  
recently such as the Spectrum  
128, CBM 128, etc, I would like to  
suggest an idea for a future  
article. Why not compare a  
number of old and new  
machines and give your verdict  
on the best buys? Pointing out  
the pro's and con's of each  
machine. I am sure it would be of  
great use for someone who is  
thinking of buying a computer  
but cannot decide which one to  
buy

Here is a bit of news that may  
interest you, a few Sundays back  
on the radio, there was a person  
giving his opinion on the best  
computer mags. He said that  
Zeppi and Crash were the best.  
He did not recommend C+VG  
because he thought it looked like  
a comic and that the reviews were  
too short. I personally think that  
your magazine is the best to buy!  
Surjit Parleira,  
Manor Park,  
London

Ottis says:  
Must go. The  
Editor's  
regained  
control  
of the  
Mailbag pages  
and he says he'll  
make sure I will  
R.I.P. — Rust in Peace Bye.

# NEXT MONTH IN ON SALE MAY 16th



C+VG goes totally BATTY next Issue, with a very special Bat-Map of Ocean's latest smash hit game Batman! There's a great Bat-Guide to the Bat-Game by Bat-fan and ace programmer Jon Ritton. And a great Bat-Competition too... Holy Joysticks Batman! You CAN'T afford to miss C+VG in June!

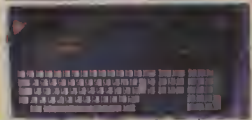
**PLUS** Couldron II — The Pumpkin's Revenge is set to stir up some excitement among gamers everywhere. We'll be offering you a chance to win a special Pumpkin prize and looking at this graphically excellent game. And watch out for our Couldron II pull out poster size map! Watch out for the Witch on the cover!

**PLUS** Rob Hubbard is the micro-musician who is making a lot of noise in the game scene. It seems you can't load up a 64 title without hearing one of Rob's compositions tinkling tunelessly away. C+VG visited Rob at his Newcastle hideout and next issue you can read all about the man and his music. Play it loud!

**PLUS** We're football crazy, football mad — and the World Cup will rob us of any sense we had! Yes, it's time for the event that rivals all other sporting spectacles, soccer's ultimate challenge. And as if you're not going to get enough football over the next few weeks C+VG has decided to bring you a round-up of all the best soccer simulations around.

**PLUS** Computers are boring! They all look the same! Just plastic boxes with a totally uninteresting keyboard. But now YOU could change all this by entering C+VG's amazing customized computer competition. You could win a very special Spectrum Plus customized by artist Steinar Lund. Steinar has customized several computers for none other than Jeff Minter. Now YOU could be the proud owner of one of these extremely exclusive and functional works of art simply by getting your hands on June's C+VG. A pointing to play games on — weird huh?

# BAT-MAN



**With Computer + Video Games the sky is NOT the limit.**

JUST YOU AND A CAR NAMED  
"KITT..."

# KNIGHT RIDER™



THE ULTIMATE DRIVING TEAM.

SPECTRUM 48K

£7.95

SPECTRUM 48K

from

**ocean**

COMMODORE 64

£8.95

AMSTRAD

Ocean Software Limited, 6 Central Square, Winchester M2 5NS. Telephone: 061-832 6633. Telex: 669977 Ocean G

WHSMITH

WOOLWORTH LASKYS

Woolworths

Woolworths

Woolworths

Spectrum Shops

and all good software dealers. Trade enquiries welcome.

© 1988 Universal City Studios Inc. All rights reserved. \*A trademark of Universal City Studios Inc.

# ANOTHER FIRST FROM MICROPROSE

## SILENT SERVICE

Available for  
commanders 

Versions for  
SPECTRUM  
& AMSTRAD  
Soon!

Written by  
Sid Meier—  
Author of the  
highly acclaimed  
F-15 Strike Eagle



• FIVE AUTHENTIC BATTLE STATION SCREENS •  
FIVE PACIFIC SCENARIOS • SUPERB DOCUMENTATION

Think of the initial sighting of the enemy's warship force in your periscope as their ships come into your range. But watch out — the enemy's escorts have just spotted you. You're the hunter — but suddenly — you've become the hunted!  
As Commander, you must sink their ships and keep your submarine from being detected — if you can. Will you select a quiet patrol sector in the Mariana Islands or choose the dangerous waters off the coast of Japan? Is a surprise daylight perimeter attack best or do you charge to run the surface at night using only radar beams to guide you? Do you fire a spread of your precious torpedoes or can you blow the enemy and sink it off the evening with a single torpedo shot? These decisions and many more are yours to make as you take your place among the elite ranks of the SILENT SERVICE.

Photo courtesy  
Baltimore Maritime  
Museum

CASSETTE DISK  
£9.95 £14.95

Manufactured in the U.S.A. under license from  
MICROPROSE SOFTWARE by U.S. Gold Limited,  
Unit 10, The Parkway Industrial Centre,  
Herne Street, Birmingham B7 4LY Telephone  
021 359 6861

### THE FIRST AUTHENTIC SUBMARINE SIMULATION

**MICRO  
PROSE**

